



11 EXCLUSIVE PLAYSTATION DEMOS!

ANNA KOURNIKOVA'S SMASH COURT TENNIS, CROC 2, OMEGA BOOST AND MORE!



Official UK

PlayStation® Magazine

48

WORLD EXCLUSIVE REVIEW!

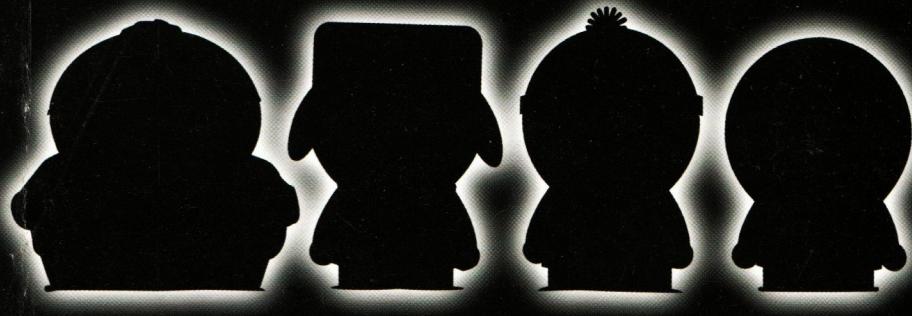
silent hill

Who knows the secret of *Silent Hill*? We do! *PSM* gives you the exclusive lowdown on the thinking man's *Resident Evil*.

OMIGOD, THEY KILLED QUALITY!

SOUTH PARK

You've bought the key ring, now buy the game? *South Park* hits the PlayStation, but is it cool or cash-in?



BLOODY RAW!

TEKKEN TAG

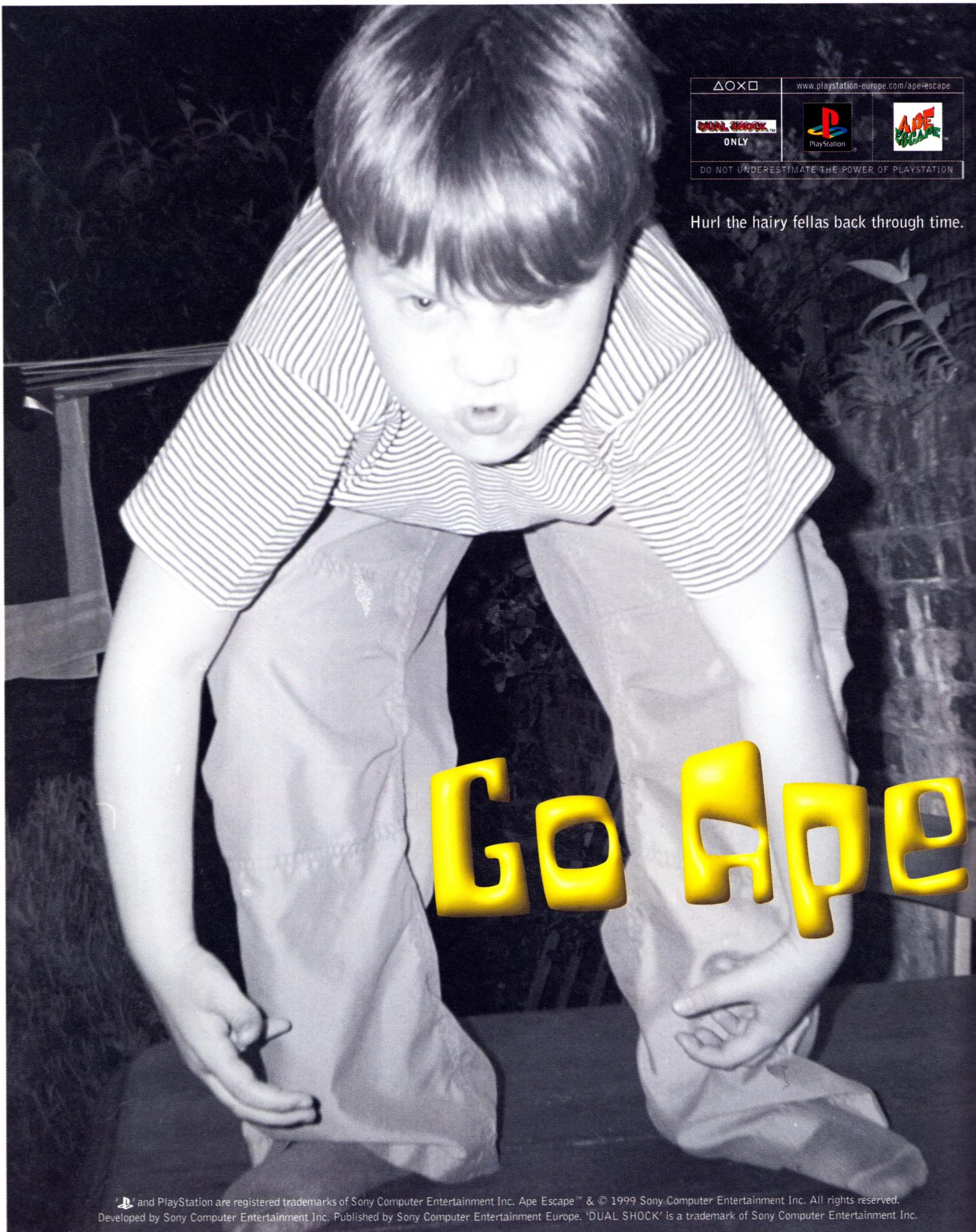
Out with the plasters – *Tekken*'s back! *PSM* plays the world's best beat 'em up and comes off worse...

GUESS WHO?

SHE'S BACK!

Yes! *Tomb Raider 4* confirmed for Xmas! All the latest info inside...





△○×

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Hurl the hairy fellas back through time.

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Start Up

WHAT'S ON THIS MONTH'S CD?



Another bundle of autumnal electronic fruits dropped into a gaming crumble. Allow your console to whisk the disc rapidly, pick up the pad and serve straight away. Ace. Custard optional.

SMASH COURT TENNIS Playable

Anna Kournikova puts her svelte form behind ace tennis game.

CROC 2 Playable

Our favourite amphibian's back to rescue more elusive Gobobs.

MEGA BOOST Playable

Robotic romp from the talented robots behind *Gran Turismo*.

AIRONAUTS Playable

Soar through an aerial arena shooting your incarcerated foe.

C&C: RED ALERT Playable

A strategy war game which you must win. Simple really.

TOTAL DRIVIN' Playable

Take the high road with this Platinum automotive adventure.

SPEED FREAKS Video

This cartoon racer's looking hot.

KINGSLEY Video

Debonair young fox adventures.

PRINCE NASEEM BOXING Video

Royal pugilist's shaping up well.

TIME SLIP Yarzee

Snail-based shenanigans.

OPERA OF DESTRUCTION Yarzee

Royal pugilist's shaping up well.

PlayStation

TURN TO PAGE 139 FOR DETAILS



Bad news. Due to the decidedly gory nature of *Silent Hill*, we are unable to bring you our planned demo. Apologies to all –

the matter's beyond even *PSM*'s Herculean control – but rest assured, we are currently exploring devious ways to bring you a *Silent Hill* demo. An adult *PSM* Special dripping with all manner of monsters, zombies, offal, kalashnikovs and Other Cool Nasty Stuff? Wait and see.

So how can we make it up to you, our beloved reader? How about a demo of the wondrous Anna Kournikova's *Smash Court Tennis*? Or shots from the new *Resi*? Or tips on the snippertastic *Syphon Filter*? Or the chance to win £15,000 worth of Peugeot 206 GTi? Or info on the latest *Tekken*? Or the chance to be at this year's *PSM* Awards? Or...

Nah. Let's talk of the future. Let's just say that the pixies that bring you *PSM* have been beavering away like beavers to ensure that 1999's best games appear here first. Fact: demos for the likes of *Gran Turismo* 2, *Final Fantasy VIII*, *FIFA 2000* and *Tomb Raider* 4 have already been signed up PLUS you'll also be seeing changes in the coming months that ensure that *PSM* retains its undisputed title of Bestest Videogames Magazine In The World Ever.

Enough. Time to let you broach the delights of this fine issue and, as most editors do, finish this lovely column with an imaginative 'Cheers!' or a slyly clever 'Enjoy the issue!' or...

Or maybe not.

Mike Goldsmith (Editor)

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Editorial

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11 EXCLUSIVE PLAYSTATION DEMOS!
ARMED & DANGEROUS, SMASH COURT, TENNIS, CRICKET, MEGA BOOZE AND MORE! **PlayStation**

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Silent Hill
Who knows the secret of *Albert ANFT*? We do! PSM gives you the exclusive lowdown on the thinking man's *Resident Evil*.

SOUTH PARK
You've bought the key ring, now buy the *greatest* South Park hits the PlayStation, but is it cool or cash-in?

TEKKEN TAG
Out with the *shuriken* - Tekken's back! PSM plays the world's best beat 'em up and comes of worse...

RESCUE HER! SHE'S BACK!
Yes! *Zoom Rider* is confirmed for *Resident Evil 3*! All the latest info inside...

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Castrol Honda Superbike Racing

72 Finally the PlayStation gets something for the motorbiking fanatic. Rip-roaring, leather-trousered fun for fans of metallic music and fringed jackets.



Fact: *The Official UK PlayStation Magazine* is the world's best-selling videogames magazine. It's packed with an official demo disc each and every month. *PSM* is also the best written and most clearly designed magazine on the shelves. This market-leading position means that we can review games, honestly and protect our readers' interests, giving real opinions.

rather than compromise our views in pursuit of an exclusive review deal.

PSM is the only magazine which really matters within the PlayStation industry for one reason – what we print is the truth. Whether it's about games, the industry or all things PlayStation, our writing is opinionated, honest and always informed. Links

with Sony provide exclusive information and game demos, but do not compromise our independence. *PSM* is 100 per cent editorially independent – guaranteed.

PSM is written in an adult, entertaining manner. Free from technical jargon, but with the necessary expertise that PlayStation owners demand, *PSM* drops the usual in-jokes and

infantile humour for quality. We tell you the latest news, talk to the most interesting people in the business, write in-depth reviews, interview the stars of the game, discuss the latest releases, and review the most exciting games on the planet. And with our demo disc, we let you play exclusive levels from the best PlayStation games before they hit the shelves. *PSM*: the world's best-selling videogames magazine. Fact.



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Lost In Time

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Pants sagging with thumpenny bits and energy-replacing Tic-Tacs *Stephen Pierce* went to batter the sweatily buttons of Namco's finest new arcade games: *Tekken Tag Tournament*, *Point Blank 2*, *Time Crisis 2* – all got a righteous pounding.

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And once again we ask, who killed Kenny? *PSM* investigates the crime of the century and ask an even more important question: how is the hooded one being brought back to life on PlayStation?

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TRUTH BE TOLD

MULDER AND SCULLY MATERIALISE ON THE PLAYSTATION



This could be a case... Thoroughly intense twosome make their debut on the PlayStation. Been a long time coming? We'll find out soon.



The truth has been out there for so long now, does anyone care what it is? Sony and Fox Interactive certainly seem to think so, because the two publishers are to co-release the *X-Files* on the PlayStation, sprawling across a mighty four discs.

As expected, the *X-Files* appears to be identical to the disappointing PC version released way back in September 1998. Rather than take on the role of one of the dourly-clad famous television leads, the game (based on a new storyline by *X-Files* creator, Chris Carter) casts you as FBI Agent Craig Willmore and places you in a

suitably-spooky world of espionage, investigation and standing about in overcast locations wagging a torch.

These activities manifest themselves through copious use of video footage, still images and something Sony and developers Hyperbole Studios are calling Virtual Cinema - or as we know it, point 'n' click. For example the game starts with a stroll about the FBI headquarters. An on-screen hand is manipulated via the D-pad. Move it to the left, hit \otimes to open it and the screen will flip to the next still image. See a cupboard, click \otimes to open it and you will be offered a short video of Willmore opening a cupboard.

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■ P9: Tomb Raider 4	■ P16: DO 3	■ P20: Spider-Man	■ P26: Bezel
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Amazing the uses ex-Blue Peter presenters can find for sticky tape.

Fans of the Duchovny/Anderson pairing will be miffed however. Rumour has it that the will-they-won't-they twosome don't even make an appearance until the final disc. Indeed one of the plot revelations is that Mulder and Scully have been kidnapped and it is down to you to come to their aid.

You do this through the usual adventure methods. Handy accessories given to you at the start of the game include a camera, some binoculars, night-vision goggles, an evidence kit and a natty pair of handcuffs. You also have access to

"OOOOH-LAAAHR!"

WAR OF THE WORLDS FINALLY SET TO START

X-files not your pouch of sci-fi-tainment? How about a spot of retro-futurism courtesy of *War Of The Worlds* from GT Interactive? Destined to land this year, the title deals with the familiar tale of a Martian encroachment of earth and the resistance struggle put up by the human army.

Controlling numerous segments of your army - tanks, jeeps and watchtowers - requires tactical skill as well as fire button dexterity to successfully send the tri-legged



Bet even HG Wells couldn't have dreamed it would come down to this.

two computers, one in your office, one at home. With these, you can use e-mail and source info on all the game's key players. Indeed, other original cast members slated to pop up include AD Walter, Skinner, X, The Lone Gunmen (Frohike, Byers and Langley) and the Cigarette Smoking Man.

The video action takes place within a cinematic letterbox, encountering others will often give you the chance to have a natter. You will be provided with a choice of text phrases. Pick one and watch the video results unfurl.

invaders packing. Music and sound effects are taken from Jeff Wayne's '70s concept album, while the dialogue again stays true to the student's fav hard drinking, hard womanising, hard man - Richard Burton.

Evidently much work has been done since PSM's last look at the title (PSM43). Things look tidier, smoother and ultimately more thrilling. Given the ferociousness of the intruders, *War Of The Worlds* looks a tough one to beat - still, we could always just make a new home underground.

Pssst!

Rumours milled, little tattled, whispers heard, gossip spread...

Congratulations are in order for Squaresoft. In the land of the rising sun *Final Fantasy VII* has just won the Triple



Platinum Award from SCEI. What's that? Oh, just the trifling matter of having 3.4 million copies fly from the shelves... EA are set to release not one, but TWO *Tiger Woods* games. There'll be the usual *Tiger Woods 2000* ultra-realistic sim, under the EA Sports banner, and another as yet undisclosed title, *Tiger Woods Crazy Carton Golf* anyone?... The audience for



SONY SO FAR...

TEAM BUDDIES, POINT BLANK 2 AND THE WARS O' COLONY.

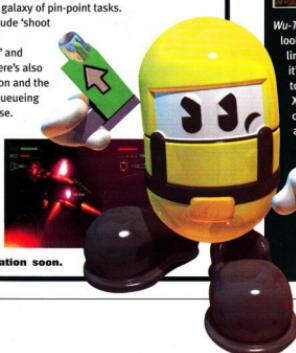
Not due till February 2000 the Sony/Psygnosis release, *Team Buddies*, is sure-fix lunacy. Chocka with soldiers shaped like Kinder Surprise eggs and stackable magic crates which reveal absurd weaponry and speedy vehicles, it's 3D Worms, only nothing like it.

Team Buddies is a team game - you've got one and you go up against either the AI teams or whack in a Multi Tap and give it the four-player touch. The idea is to wipe out your opponents and when you take into account teams are constructed from medics, spies, commandos, cyborgs and superheroes, it could prove taxing. You can switch from buddy to buddy at will, while overhead and binocular views of the carnage are available.

Also from the Sony/Psygnosis stable, *Colony Wars: Red Sun*, will

form the final part of the successful trilogy. With a further optimised game engine, all-new graphics and that cinematic vibe provided by 28 FMV sequences, *Red Sun* should push the limits of the PlayStation ever onward. It should hit around March 2000.

Completing this digital triathlon, *Point Blank 2* marks the return of the safari-suited pros and galaxy of pin-point tasks. Spanking new features include 'shoot the armour off the boffins', 'splatter a vehicle 99 times' and new 'one shot' agonies. There's also a new adventure RPG section and the Party Mode is back. Start queuing now for a late August release.



Team Buddies, Point Blank 2 and Colony Wars: Red Sun are coming to your PlayStation soon.

Wu-Tang: Shaolin Style is looking like it is going to be limited. Due to the content it's looking like it's going to be the number one Xmas present for hardcore homeboys, over the age of 18. There's reportedly a little bit of blood involved... Cryo are looking to increase their range of quality titles with the forthcoming ▶

Pssst!

Rumours milled, little tattled, whispers heard, gossip spread...

Asterix and Obelix Versus Caesar. The catchily-entitled game follows the antics of our Gallic crusaders and will hopefully be better than Infogrames' recent effort... All-new beat 'em up action is on its way from the ladies and gentlemen at THQ. *Knights of Carnage* gets you rolling around in the dirt as various magical characters from the world of myth and legend. You know - your warlocks, your werewolves and blessed gargoyles. Brrrr, chilling... *Derby Stallion* never got released over here, yet somehow shifted 1.7 million units in Japan. ASCII have now announced a revamp in the shape of *Derby Stallion '99*. Please we see it? A hobby horse peripheral is keenly anticipated. Please... Wicketty/Wick/Wick... Konami are looking to release *Beat Mania 4th Mix - The Beat Goes On* in Japan which should keep bedroom scratchers over there happy for a while. Like *GTA: London 1969*, this'll be an add-on disc, but new features include battle mode and the ability to post your high scores to the Konami homepage. Sorry, homepage... *Tombi's* on his



way back from Whoopee Camp in a new 3D guise. You'll have over 100 tasks to complete, testing your abilities to the limit. There'll also be various racing and ▶

JUDGEMENT DAY

CODIES RELEASING MILLENNIUM MUSIC FOR THE MASSES

Come Christmas-time the country's going to be awash with electronic bleepage. Nothing to do with the millennium bug you understand. No, it's all courtesy of Codemasters who, thanks to the phenomenal success of *Music*, are already hard at work on *Music 2000*.

To a lot of people, the success of *Music* was a measure of exactly how far the PlayStation market had spread into pop culture. The title was picked up by people who fancied a go at spending their evenings impersonating Aphex Twin, but didn't want to shell out a few grand on a state-of-the-art PC. All of a sudden you had a PlayStation 'game' that allowed you to become a cutting edge DJ.

Codemasters have very sensibly gone out and built a new version, this time fully endorsed by the venerable Judge Jules. Gavin Morgan, MD at game developer Jester Interactive told *PSM* that, "*Music 2000* is now even simpler to use, yet we acknowledge the more musically-minded sector and have increased the software's potential." More big name musical types are currently getting on the good foot, details of which are soon to be released.

Extended facilities for *Music 2000* include the possibility of fitting in a sampling microphone peripheral and a greater selection of styles to play about with, including good old fashioned pub rock and clanky indie. You'll still need a modicum of talent to get some special tunes, but it promises to reveal the complexities of record re-mixing, and for advanced users will offer 24-track generation and MIDI compatibility.

Most exciting of all is a *Music Jam* feature which involves gathering your posse of four pals round, and improvising over the top of each other in real time. It'll be like watching breakdancers play ring a ring of poseurs and no doubt lead to hysterics when your tone-deaf, arrhythmic mate has a crack.

Watch out for blanket TV advertising come Christmas, but until then we'll keep you cued up.



The interface has been vamped up for *Music 2000*, making it even easier for your budding beatjuggler to get down and jiggy with it. Ahem.

CODIES' MICRO BOMBSHELL

EXCLUSIVE NEWS ON THE BIGGEST LITTLE RACER

Word has leaked out that top developer Codemasters are planning a new game in the multi-playerastic *Micro Machines* series. *PSM* can exclusively reveal that the new game has the working title *MM4* and is likely to reach your PlayStation around Yuletide.

While it's thought that the new *Micro Machines* remains faithful to the original game in many respects - you rampage around bathrooms, frolic across kitchen work-surfaces, dodging pints of milk, plug-holes and other hazards - the big surprise is that the new game will NOT feature any vehicles. Quite what you will be tonking about the over-sized



locations in is still a mystery, but sources close to Codemasters have told *PSM* that *MM4* will use an updated version of the *Micro Machines* 3 game engine and will incorporate lessons learnt from racing best-sellers *Colin McRae Rally* and the *TOCA* series.

There's yet to be any official announcement on the new *MM4* project but you can be sure that these news pages will be the first to bring you more details and the first screenshots of this possible Christmas smash.





As the shots become more explicit, it begs the question where's it going to end? Could this mean the lady is a tramp? No.

TOMB RAIDER GOES FORTH

LARA'S BACK! WE KNOW, WE'VE SEEN IT

PSM can reveal that we've seen the new *Tomb Raider*. We've seen a full brief of the plot, know the details of the game's villain and are on the verge of revealing all. It starts with...

First the background. Rumours currently abound from all manner of Net sites and game publications about *Tomb Raider* 4. Obviously, the game DOES exist and developers Core Design have been working on the game since late last year. As for the rest, well...

• *Tomb Raider* 4 will be on PlayStation and NOT PlayStation 2 as reported elsewhere. Inevitably, Lara will make an appearance on the next generation console, but not just yet...

• First off, leaked details of "a sexy black lady" who could be Lara's partner or rival. Speaking to PSM, Core Design said this on-line rumour is "absolutely untrue." This

could be a reference to Witchblade, the comic character with whom Lara has appeared. There IS a *Witchblade* game in development, but this is "currently on hold".

- The game title has been leaked as *Dark Revelation*. Again, Core have confirmed that "*Dark Revelation* is not an option"
- Plot details. Again, *Tomb Raider* 4 is NOT yet complete, but it is NOT a full prequel to the first *Tomb Raider*, as reported elsewhere. PSM's lips are sealed at the moment, but one thing we can say is that this is no mere *Tomb Raider* 3-style rejig...
- So what's the official line? Speaking

exclusively to PSM, operations director at Core Design, Adrian Smith said, "The fourth game is almost a journey back through time, re-addressing the old *Tomb Raider* values and looking at the fundamental aspects that made the game a hit first time around."

- Full details of *Tomb Raider* 4 will appear on the GameSpot Web site (www.gamespot.com) and then in next month's PSM. Following on from that (and an exclusive "behind the scenes" feature in PSM), the review and playable demo will appear exclusively in the December issue of PSM, Fact.

LETHAL FORCE

FRESH SHOTS AND INFO ON THIS SUPER SEQUEL

As PSM revealed last month, *Fighting Force 2* is shaping up nicely and we've managed to obtain new screenshots and more information from developers Core Design.

Plotwise, the Nakamichi corporation are now developing homicidal synthetic humans and the SI-COPS need a disposable agent to confirm their suspicions – which is where you come in. Instead of all-out thumpery the

emphasis in *F2* is on *Metal Gear*-esque infiltration, subterfuge and taking down super-intelligent, well-armed adversaries as you steer mercenary Hawk Manson in his mission to pilfer secret files, eliminate key personnel and hunt down mutants. You'll be pleased to know that next month we'll be bringing you the full info on what's looking like a stonker of a sequel.



Pssst!

Rumours milled, little tattled, whispers heard, gossip spread...

► puzzling events to ease the brainache and frustration it'll no doubt cause when it ships in Japan this autumn... Sunsoft in the US have fired up details for a new *Blaster Master* game for the PlayStation. The side-scrolling tank battle is going to be revamped into glorious 3D and is due for a Christmas release in the US... Sony have developed a new optical accumulation device which reduces the number of oscillation laser devices needed to read DVD. Apparently that means that DVD production costs are lowered. Confirmation, if it's needed, that PlayStation 2 will be DVD compatible... Not content with bouncing around our television screens in the *Lucozade* adverts, *Tomb Raider*'s Lara Croft has gone the way of Tracy Ullman and made an advert for the Sci-Fi Channel. She joins the illustrious ranks of other Sci-Fi Channel luminaries – Traci Lords (ex-porn star) Busta Rhymes (hobby rap star) and Everclear (grunge combo)... Whisper of the month definitely goes to Sony. It was reported that China was classifying the new PlayStation 2 chip,



the Emotion Engine, as a super computer which would restrict sales of the new console in the great communist state. Sony stayed silent throughout the farago fueling rumours it was merely a publicity stunt from the more creative members of the PR team. But, then again, who knows?



The fruit-flavoured *PSM* crew, when not moonlighting in their promotional boiled-sweet costumes, dither with games. These games.

POINT BLANK 2

Make like Lewis Collins in '80s SAS fest *Who Dares Wins* and shear sheep, pop balloons and strip boffins off hairy-faced boffins. Hang on that's not right...

X-FILES

Garbed in a muted Next-man palette and with a torch and Eye-Spy Book of Flying Saucers to hand, sneak around peering at big-headed-green-hued space beasts. Just make sure they skedaddle, by the time your partner shows up...

TEKKEN TAG TOURNAMENT

The boys – and girls – are back in town, in this arcade step-on-for the Tekken tale. Touchy feely tag massive is the order of the day, so if in peril simply jump out and let your team member take a dead slapping instead.

V-RALLY 2

Yes, still on it. The knock-your-own-track-up feature allows this fella to just keep on giving.

SHADOWMAN

This distinctly adult experience could grip you by the heart and squeeze liquid excitement from it.

WWF ATTITUDE

Could be the best groper on the PlayStation. Let's hope so. Anything to stop those, "Stop attacking wrestling, I like it. It's not just men in briefs," letters we get every month.

POD-U-LIKE

LUCASARTS SPARK UP THEIR ENGINES



Lucasarts have confirmed that *Star Wars Episode I: Racer* is on its way to the PlayStation at last. It'll be hitting the shelves around September time, joining its much-delayed tie-in title, *The Phantom Menace*. By that time we'll all have seen the film and be fully versed in the wonders of the podular beasts we'll be racing in the game.

Basically, a pod racer is a couple of dirty great big jet engines attached, via a pair of thin poles, to an ultra-light pilot capsule. In the world of mechanics light generally equals quick and these things

are exactly that. Once you've upgraded your pod, by winning cash in the races, it'll hit speeds of well over 600mph. There's also going to be a huge range of tracks to take on, 25 in all, of progressively increasing difficulty. The game's split into three tournaments: amateur, semi pro and galactic and completion of these three then opens up access to four invitationals. From what we've seen these latter tracks offer

up a challenge, to say the least. What makes them so hard? How about dodging Tuskan raiders on a trawl round Tatooine, whipping through meteor storms and storming across seething methane lakes? All of that, combined with switch-back corners and girder-enclosed corkscrews, means you'll be needing fast reactions to get round the first lap, let alone the next couple.

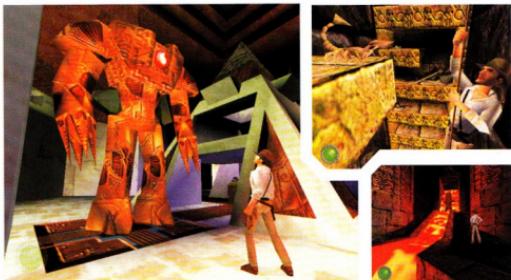
The action takes place across eight worlds, each of which has its own distinct landscape. Preview code is racing *PSM*'s way soon.

WHIP IT UP AND START AGAIN

INDIANA JONES: OF HUMAN BONDAGE

Also coming soon from Lucas Arts is a game based on the infamous adventures of arch-archaeologist, Indiana Jones. A couple of years after the end of *World War 2*, with the political atmosphere beginning to chill, our Indy's hired by the CIA to do a little bit of espionage for his country...

Apparently Soviet agents have been seen sniffing round famous relic sites of the world, like the legendary Tower of Babel, and it's your job to find out what they're after. It's not going to be a short slog either, there are 17 levels of action to battle through in exotic locations all round the world. Expert use of the whip is essential, as is a battered fedora. Fear of snakes is optional. More soon.



Beige fella falls down into snake pit. "I hate snakes! I hate..." Repeat to fade.

TOKYO TECHNICAL SPECTACLE

PLAYSTATION 2 FOR JAPANESE CHRISTMAS RELEASE?

Technologically-minded boffins were rubbing their hands in glee this month, as yet more information about the specifications of PlayStation 2 were released. First, and possibly most importantly, Ken Kutaragi announced at Sony's annual award ceremony that PlayStation 2 will have it's world premiere at the Tokyo Games Show this September.

He'll be spelling details of scheduled launch titles as well as an initial price point, fuelling hopes that it'll be on sale in Japan by Christmas. This means we'll have a better idea of what it will cost and when it might hit the UK. Mass production of the central processing chip is underway at the moment.

Sony have been hard at work on a laser light oscillator. Say what? This is the



component that's going to ensure PlayStation 2 is completely backwards compatible, it enables the machine to read both CD and DVD formats. By using one chip to do the job, Sony have cut the cost of manufacturing, meaning a console that's not cost prohibitive. DVD, you say?

Does that mean we can play films on the thing? In theory, yes, although whether Sony will go down this route is to be confirmed. Finally, a company called Numerical Design have inked a deal with Sony to bring a software tool known as Netimmerse 3D into PlayStation 2 development. The hope is that the programme's going to speed up game production time significantly. We'll be bringing you the full specifications from Tokyo later in the year.



FANTASTIC FOUR

HOLLYWOOD STARS SIGN UP FOR FINAL FANTASY FILM

Recently, a couple of stories have come to our attention regarding the wonderful world of *Final Fantasy*. First up is the news that work on a *Final Fantasy* movie is well under way, and due for release in the US in the summer of 2001. The film's going to be entirely computer generated and the Honolulu arm of Square are putting it together, claiming it to be technically more advanced than anything yet on screen.

The story's set in 2065 and follows a character known as Grey. Although the full plot hasn't yet been revealed, it will follow similar themes to the videogame series. Apparently, Grey bears a remarkable resemblance to Mr Brad Pitt of Hollywood, California and it was rumoured he'd be taking the lead role. What *PSM* does know is that big-name actors and other Hollywood players have signed up to make their contributions. The script's due to be written by screenwriter Al Reinert, who won an Oscar for his work on *Apollo 13*. Taking on voice-over duties are heavy hitters Steve Buscemi, Donald Sutherland, James Woods and Alec Baldwin – although what characters they'll be playing are as yet undisclosed.

The story doesn't end there either, as Square have recently announced that *Final Fantasy IX* will be appearing on the current console, NOT PlayStation 2 as was anticipated. When we'll see it nobody knows, but it's sure to be another marathon effort from the talented team. More news on both the film, the new game, and of course, *Final Fantasy XIII* very soon...



Alec Baldwin's more like. The ghostly Buscemi looks on while Sutherland pops his carcass.



MOUTH PIECE



Catherine Channon, *Sky One's* red-bereted gamesvixen, swaps screen for print in search of a quiet life at *PSM*...

Resident Evil was the first of its kind. By marrying Hitchcockian suspense with *Zombie Flesh Eaters* gore, it proved to be as lucrative as it was unnerving. This, accompanied by Virgin's notorious marketing campaign, signalled the birth of a new, controversial genre targeting mainly older gamers – Survival Horror.

Ever since *Resident Evil* set the charts alight, we've been waiting for a worthy successor. But which game could possibly step into its blood-filled boots? *Dino Crisis*? *Silent Hill*? Quite possibly both.

Dino Crisis' visceral *Resident Evil* roots are already very much in evidence, however *Silent Hill* – having gestated within the creative loins of Konami – seems to have taken horror into a new, psychologically-unsettling realm.

Now I'm not a girl who scares easily – the last time I waxed was more frightening than *Cannibal Ferox* – but *Silent Hill* unquestionably hit a nerve. It's scary. Very scary.

A fact that this month left us here at *PSM* Towers with a quandary. On one hand we're here to nab the best the PlayStation has to offer and slap it on a disc for your delectation. On the other *PSM* has (by virtue of its unrivaled popularity) a duty to its readership. One of responsibility. One of morality. And one which couldn't be ignored, no matter how good the game.

As a consequence *Silent Hill* has been removed from the disc. The industry has grown up. And *Silent Hill* isn't a game for children. It's aimed at an adult audience who actively want to be scared. Which is fine. But it could prove a little strong for the younger at heart. So oldies keep your eyes open for a *PSM* Adult Special featuring the most extreme titles the PlayStation has to offer. While the less advanced can cuddle up for an evening with Kournikova and her bouncing... Damn, this being kid friendly ain't easy.

Beat 'Em Up

PSM TV: high concept, high class. Check out Catherine's trip down to the Corsica Rally on next month's disc. She's really rather good, basking in the sun like an iguana.

PlayStation 2 becomes even more real, shifting from ethereal concept to solid lump of plastic and silicon. Immaculately designed, no doubt. Can't wait.

Platinum discs. Whoever thought up the idea of getting rid of old games for under £20 should be up for an MBE. *Gran Turismo*, *Final Fantasy VII*, *Colin McRae Rally*... The list goes on and on. Cheers.

PSM staff beginning to loose abhorrent faux yankee accents after their recent trip to Los Angeles. Come on you guys, like rilly, totally, stop it.

BEAT 'EM UP

Hits and misses beamed direct from Planet PlayStation

KNOCK 'EM DOWN

Seeking souls and other vampiric shenanigans around the planes of hell sounded great. Then the powers that be put *Legacy Of Cain* back. Then it got put back again. Doh.

Lara's ludicrous Lucozade advert. The girl's just getting everywhere. Perhaps she ought to think about taking a holiday before the Christmas raid starts in earnest.

Japan sees the fourth series of the *Beat Mania* series from Konami. We haven't even got the first one in the shops yet. There are plenty of budding Norman Cooks out there itching to spin the peripheral's platters.

Pollen. Root cause of the most despicable allergy to grace the planet. Sniff...

Knock 'Em Down

TRIP FOR THE TOP?

THE 3DO COMPANY WANT A SLICE OF PLAYSTATION PIE

He founded Electronic Arts, designed *John Madden Football* and became a legend despite (or because of) the glorious failure of his pioneering 32-bit games console. Trip Hawkins is the ultimate videogames maverick and current CEO of The 3DO Company, the publisher that intends to bring titles like *Army Men*, *Crusaders of Might* and *High Heat Baseball 2000* to PlayStation.

Trip's CD-based console, the 3DO, was a precursor to the PlayStation that bombed due to inadequate marketing and software support. In the intervening years The 3DO company has re-grouped and re-invented itself as a games publisher gaining a small but significant foothold in the PC market.

Now the firm are keen to expand into the world of PlayStation with a roster of releases that follow-on from its PC successes. Army Men is an arcade wargame featuring plastic soldiers who shoot it out across 14 missions, each one setting them up to five objectives. The game features 13 weapons including magnifying glasses and sky



The 3DO Company is launching its PC titles on the PlayStation. Top: *Crusaders Of Might* & *Magic*, bottom left: *High Heat Baseball 2000*, bottom right: *Army Men*.

rockets and promises 'visceral' death sequences.

Slightly more serious fare is provided by *Crusaders Of Might* & *Magic*, an action-led RPG in which you roam about in full 3D. Stepping into the pointy boots of young-blood Drake, your job is to stop the Legion of the Damned taking over five worlds made up

of verdant forests, boiling deserts and icy wastes. Then there's the pitch-munging *High Heat Baseball 2000* featuring the 1998 MLB teams, five playing modes and 3D stadia.

All three of the above are out Stateside this autumn so we can hopefully expect a them to be released in Blighty around Christmas-time.



OLD SKOOL DAYS

"BEER/BEERWE WANT MORE BEER..." IN TAPPER YOU HAD TO EARN IT...

It shouldn't come as too much of a surprise to discover that *Tapper*, (or *Rootbeer Tapper* as it was later named), was inspired by a fair few pints. It was in a bar, while listening to the Ramones, that designer Scott Morrison realised his financial prayers could be answered right on the premises. Inspired by the jovial, all-American atmosphere of his local haunts, Morrison set about designing his masterpiece – a fast-paced arcade bar sim.

Thanks to the assistance of programmer Steve Meyer, the

game was soon complete and Morrison set off to downtown Chicago to see if his dream of taking games out of the arcades and into atypical locations would work. In a bid to put the punters at ease, the cabinet was modified to look like an extension of the bar – beer holsters and brass foot rests completed the look – and the game was soon causing a stir.

Having gained support from the locals at The Snugger,

Morrison's aspirations grew. Smooth-talking gained him a valuable licence from Budweiser, and armed with the beer firm's support, *Tapper* eventually achieved mass recognition. Despite its success, however, the game wasn't without fault. Endless redesigns saw the introduction of novel sound effects achieved via a microphone, a crate of beer and a great deal of wind...

Catherine Channon



You're looking after four bars, the punters are thirsty and you're running out of glasses...

YOU THOUGHT
YOUR PARENTS
WERE DRIVING YOU
CRAZY



Plane Crazy

RELEASE: END OF JUNE 1999



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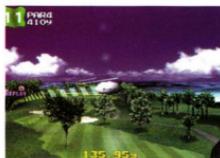


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ORIENT EXPRESS

36 ON 136 OE プレイステーション

US BRITS MAY BE GUZZLING STRAWBERRIES AND IGNORING THE COPA AMERICA (IT'S A FOOTY TOURNAMENT), BUT PSM'S JAPANESE AGENT NICOLAS DI COSTANZO HAS BEEN BUSY PREPARING A BOWL OF DIGITAL FINGER FOOD...



Everybody's Golf 2: The wide open



spaces of PSM's fave golf sim return. Can we wait? No we can't.



NICE SHOT!

EVERY ONE'S A MINNA

Two years ago SCE surprised many PlayStation owners by releasing an arcade-style golf game: *Minna No Golf*, known as *Everybody's Golf* in the UK. In Japan *Minna No Golf* broke all sales records almost topping the two million units mark earlier this year. Its well-balanced gameplay and comical graphics struck a chord with players – golf is still salaryman's favourite pastime – ensuring the developers Camelot came up with a sequel. *Minna No Golf 2's* executive producer, Yasuhide Kobayashi, describes it: "When you first take a look at the game you immediately understand the game is different. I wanted to make a game that was very Japanese looking."

Apart from a visual re-vamp there have been several important additions including different club sets, a choice of balls and the inclusion of seasonal features. Kobayashi-san explains: "In summer players will hear

cicadas. Players will see dead leaves in winter. These improvements are related to the graphics, but we also work to improve the game characteristics. In summer for example, the rough will be deep... In winter the wind will be strong, but the rough will not be so long so it will be easier to hit the ball out." The game will



Everybody's Golf 2: As cute as a kitten but now with sharper claws.

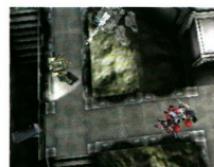


RIDE O THE VALKEN

You can never have enough big mech-style robots in a game is a maxim developers Masaya live by, so it's no surprise that the company is updating classic 2D robo-shooter *Valken* for the PlayStation. *Assault Suit Valken 2* is a battle RPG that mixes chit-chat with fellow pilots with turn-based combat in which you control your own droid while your PlayStation handles the other tin-plated battlers.

The action is fairly basic as you choose to move, attack or defend but expect big explosions and plenty of heavy-duty weaponry to slot into your 'bot's arsenal. The game features 50 stages as you and your metal compadres slug it out on planet Jupiter.

Not a big name in the UK, Masaya are well known in Japan for the *Langrisser* series, but in PSM's humble opinion *Assault Suit Valken 2* just might not be the title to propel the Japanese firm to European prominence.



Assault Suit Valken 2: What is it with huge robots and fighting? Why can't they all just be chums?

VANDALISM

After an initially cautious reaction, *PSM* went on to embrace Konami's battle role-playing game *Vandal Hearts* and give it the full-review snog action that a 9/10 score demands (*PSM* 20). Two years on from the original Japanese release Konami have produced a sequel that manages to deliver real-time battle action along with all the hit points, spells and weaponry beloved of cardigan-wearing RPG die-hards.

The turn-based play was most people's only real gripe with what was otherwise a brilliantly-constructed wargame/storyfest. Now players will be able to move their units at the same time as the enemy, forcing them to make split-second decisions about which direction to attack in and with what implements. Once all the characters have been placed battle can be joined with the

lighter, faster scappers getting in there first, but remaining vulnerable to more heavily-armed opponents.

The game stars Yoshua, a young warrior searching for his paramour Adel, and boasts much improved graphics that really make the most of the 100 spells on offer (dragon spells a go-go apparently). What with its new story, improved looks and revolutionary battle system *Vandal Hearts 2* could steal away our affections all over again.



Vandal Hearts 2: The first one was ace and this next 'un looks the beauty. Coming to a *PSM* near you...

and Practice Modes there will also be Time Attack, Story, Survival, Database and Goods options (the last two opening up once the game is completed).

In a move that may alienate some, Takara have returned to the jump-out-whooops-I-just-jumped-sideways-off-a-

tall-platform play of old. In fact now you can even cause the ring size to change randomly during a fight, making those air moves a tad tricky to judge.



Guitar Freaks: Beat Mania for the longer-haired gent. Lick that riff baby!

FUNKY FREAKS

Air guitarists beware, your virtual talent could be put to the test when Konami decides to ship the latest in the *Beat Mania* series, *Guitar Freaks*, to the UK. Using the same gameplay system as *Beat Mania*, the radical thing about *Guitar Freaks* is that it comes with a guitar-shaped controller for those wishing to pluck themselves stupid in their own homes.

In Practice mode the game will teach you how to play, presenting you with a series of lessons. Once you progress from

normal to expert, you'll be expected to perform six pieces of music by tweaking the controller in time to the on-screen prompts. You can even rope in your mates in a sort of battle of the solos as you compete to see which of you is Hendrix or toast and which another victim of the Clapton factor.

Beat Mania is huge in Japan but how will it fare in the UK? *PSM* will keep you advised.



PlayStation

DENGEKI CHARTS*

FROM 3 MAY TO 23 MAY

TOP 10 - SALES

- 1 *Dance Dance Dance Revolution* (Konami)
- 2 *Simple 500 Series Vol 1: The Billiard* (Culture Publishers)
- 3 *Calidcept A Version* (Media Factory)
- 4 *World Stadium 3* (Namco)
- 5 *Simple 500 Series Vol 2: The Mahjong* (Culture Publishers)
- 6 *Omega Boost* (SCEI)
- 7 *Bust A Move 2* (Enix)
- 8 *Minna No Golf: The Best* (SCEI)
- 9 *Sega Frontier II* (Square)
- 10 *Super Robot Taisen F* (Banpresto)

TOP 5 - EAGERLY AWAITED

- 1 *Dragon Quest VII* (Enix)
- 2 *Legend Of Mana* (Square)
- 3 *Persona 2* (Atsus)
- 4 *Ark The Lot* (SCEI)
- 5 *Rival Schools 2* (Capcom)

TOP 5 - READERS' FAVOURITES

- 1 *Final Fantasy VIII* (Square)
- 2 *Final Fantasy VII* (Square)
- 3 *To Heart* (Aquaplus)
- 4 *Densou Soukoden II* (Konami)
- 5 *Yoko Majin* (Asmik Ace Entertainment)

*Charts supplied by Dengeki PlayStation, the top-selling specialist magazine for Japanese PlayStation owners.

SUBARU SCRAPPER

Toshinden, the PlayStation's first 3D fighting game, is to return in the form of *To Shin Den Suburu* (effectively *Battle Arena Toshinden 4*). The new game features nine all-new characters plus some hidden sorts and offers a team battle mode inspired by SNK's *King Of Fighters* series. Along with the usual Versus



Battle Arena Toshinden 4: The original 3D beat 'em up, reviewed back in *PSM* 1, is back. As well as cheeky blue hair, one character boasts a black hog. As in a pig. Of course.



SMASHING NEWS

ONE DESTRUCTION DERBY INTO THREE WILL GO

As mentioned previously in *PSM*, there is to be another *Destruction Derby* game – *Destruction Derby 3*. However, there is some confusion as to whether or not this will be along the same lines as the crash 'n' smash we know and love. Put simply, the situation is as follows:

- Psynopsis, owned by Sony, have retained

the rights to the *Destruction Derby* licence. The original team who developed the game for Psynopsis, Reflections, have split from the company.

- Reflections have been bought by GTI.
- During the split from Psynopsis, some members of the Reflections team joined Accolade, who have subsequently been bought by Infogrames.

Got it? *Destruction Derby 3* will follow its predecessors in name and nature alone. And it won't be short of competitors. Reflections at GTI, having already made *Driver*, are now working on a similar game, but sadly it will only be released on PC. The Reflections team members who are now at Accolade are currently in the process of

producing a game called *Demolition Racing* for Infogrames.

The three titles sound remarkably similar. *Demolition Racing* (Accolade/Infogrames) has definite hints of *Destruction Derby* about it. It has been described as "High-speed, full-impact racing action in last-man-standing, destruction bowl matches."

Although it looks as though the two PlayStation titles are destined to go into direct competition, Infogrames intend to release around September whereas Sony's title will not be hitting the shelves until early next year. This early announcement symbolises Sony's commitment to keeping the Psynopsis brand alive and thrashing.

Both titles boast new cars, tortuous tracks and spectacular smashes. Infogrames have revealed that they intend to add fuel to the fire with new features such as Death From Above. This is a one-hit move where you land on an opponent's roof, for instant kill and triple points. With both publishers having achieved 10/10 scores for their previous racing games, no matter what happens it's unlikely we'll be disappointed.



More wheel-spinning, bonnet-ripping, boot-smashing action beckons with the return of *Destruction Derby*.

ACTIVISION



IT SHOULD BE A GAME

CALLING ALL CRAZY SCIENTISTS! THIS MONTH CHIEF & STEALTH OF KENT BAG THEMSELVES A GAME, AND A VISIT FROM THE DEPARTMENT OF THE ENVIRONMENT.

The Concept

Remember Dolly, the second most talked about virgin birth of all time? Now you too can play God with *Spliced*.

The Pitch

You're a freshly-graduated medical student, with plenty of zeal and a £5,000 grant weighing down your pockets. This is where things start to go a little off the wall. Rather than waste your cash on traditional student staples like Pot Noodles, plints and the like, you decide to invest in genetic modification. The aim of the game is to capture media attention by creating as interesting a mutant as possible. You use your stash of cash to purchase

equipment and space to help you carry out your experiments. For instance, an electron microscope will cost you £5,000 whereas a Swiss army knife with a magnifying glass will only set you back a tenner. By the same token, you can rent space in a new research lab, or a bench in a disused abattoir. It's up to you.

Your main constraints are money and the threat of sabotage from animal rights activists. Make too many mistakes and the tabloids will even start hounding you. Oh, and naturally you're fined for failing

to dispose of corpses properly.

PSM Verdict

A refreshingly original concept – although *PSM* feels that the potential ramifications of encouraging small children to dissect animals could have the RSPCA up in arms. As for genetic manipulation? Any regular visitor to our pages will already know our stance – we're all for it.



Also of note this month:

Super-Sonic Snakes And Ladders from Kate Matravers. Take one board game, add a pinch of *Tekken* and *Xena: Warrior Princess* and you're almost there. Played in much the same way as its cardboard counterpart, but with a subtle twist – you battle for your position on the board, rather than automatically sliding down a snake.



NESCAFÉ



ANY EXCUSE
FOR ONE

PLAYSTATION A-Z

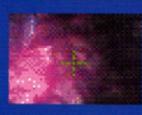
P is for... **PAL**. Phase Alternate Line - the UK's TV system. UK PlayStations are PAL. They display more lines to the screen than NTSC models (625 compared to 525) and so give a more detailed image. But the screen updates less regularly so games must be speeded-up during PAL conversion or will run slightly slower.

• Also... **Parallax Scrolling**. Moving a distant layer of background more slowly than objects closer to the viewpoint, to replicate the movement of objects in real life. An example? Look out of the car window.

• Also... **PCB**. The board on to which your PlayStation's chips are connected. Silvery connections on the PCB link all the legs of the chips, enabling them to 'talk'.

• Also... **Phong Lighting**. A complex lighting algorithm that shades objects not only relative to the strength and position of the light source, but also the shadows and reflections caused by other parts of the object.

• Also... **Pixel**. Or picture element. The minute, coloured dots from which images are constructed. Low resolution PlayStation images are made up of 320 by 240 pixels, new games are beginning to use high-res images that can go up to 640 by 480, giving a much sharper image.



Pixel perfection. Little squares of tasty fun.

OI QUAKE II, OUTSIDE NOW

UNREAL BRINGS ITS GALACTIC MAYHEM TO THE PLAYSTATION



While you're residing in your bunk on a prison space craft, the ship crashes on a bizarre planet. The crew and all the other prisoners are dead or dying and you have the chance to escape... So begins GTI's *Unreal*, a serious contender for most anticipated game of the year. A monster hit on the PC back in May 1998, *Unreal* is a first-person blastorama of unequalled beauty.

The PC version of the game gets underway in a leisurely fashion, by letting you prance about in a monsterless enclave, getting used to the controls, finding your first weapon and locating some armour. After the sanctuary of the first level, though, things turn ugly. Adopting the *Quake* posture, your eyes are the screen. You can see your weapon of choice rocking about in front of you and the beastie-crammed environment surrounding you. And what beasties! Krauls, Mercenaries, Skaars, Titans - it's a veritable Gehenna of undesirables.

What is an escaped convict to do? Lay waste to them of course, with the most comprehensive armoury to ever bless your PlayStation. Your initial Dispersion Pistol,

with unlimited ammo, is soon superseded by such hand-held automatons as the Flak Cannon, the Razor Jack, the Automag and the devastating Eightball Launcher.

Creature AI also deserves a mention. If in danger these mothers don't hang about. Knock down their energy with some well-timed bolts and off they taz, to seek out a hidey hole from which they can chuck the pain right back at ya. As yet

details on the PlayStation version of *Unreal* are virtually non-existent. It has been mooted that the game will feature a multiplayer mode, but whether it be two or four-player isn't clear. For the time being, we must make do with these PC images, while next month *PSM* will bring you exclusive shots of the PlayStation game that could even out-gun the already beauteous-looking *Quake II*.



Good Christ! Is it perchance feasible that these (sadly PC-only) visuals might squeeze within the guts of a PlayStation. We can but pray...



TICK THE BOX

THE PSM SURVEY HAS BEEN CRAFTED TO REVEAL YET MORE ABOUT YOU, OUR LOVELY READER. TICK THEM BOXES AND THEN POST IT (OR A PHOTOCOPY) TO 'TICK THE BOX' AT THE USUAL PSM ADDRESS TO BE IN WITH A CHANCE AT SNAFFLING UP A TOP UBI SOFT GAME.

Tomb Raider 4 has finally been announced. Who do you think should get the role of the lovely Lara in the upcoming film?

- A Liz Hurley. She's reet posh and wears lovely dresses.
- B Catherine Zeta-Jones. She's Welsh and buxom and everything.
- C Gail Porter. She takes her ladyclothes off.
- D The lovely digital Lara herself. Make it a CGI movie.

A wee bit about yourself...

Name _____ Age _____

Address _____

Postcode _____ Telephone _____

Single Married Steady relationship

How much do you spend on PlayStation gaming each month?

avourite game?

Are you a big multiplayer fan?

Sum up PSM in five words _____

Star Wars Episode I: The Phantom Menace is out. The film's OK but Jar-Jar Binks hasn't gone down well. Do you think that...

- A He totally ruins the film in every way.
- B He deserves to die a zillion deaths and never appear again. Ever.
- C He is a helmet-filled Muppet cast-off from *Terrahawks*.
- D He is Camilla Parker-Bowles.

Bruce Willis, the Spice Girls, the naff one out of *Red Dwarf*... Who else would you most like to see appear in a PlayStation game?

- A Keanu Reeves.
- B Starsky and Hutch.
- C Gail Porter. She takes her ladyclothes off. Again.
- D The other naff one out of *Red Dwarf*.

VIEW

DINO CRISIS

The scythe-like claw, the skeletal flesh, the ominous bloody residue... It's clear we're not in a *Flintstones* vibe here. Capcom's *Dino Crisis* is a *Jurassic*-style puzzling-shooting-bulletfest which interestingly involves as much gun-to-mouth tussling as it does simply legging it. It boasts five different dinosaurs inhabit your world including the big-gobbed T-Rex and the speed freaky raptors. All the while Regina tyout - a crack gun handler and lady to boot - dashes about this reptilian ruckus trying to figure the mess out. With all this going for it, *Dino Crisis* is unlikely to become extinct - expect early sequel twitters soon plus an exclusive *PSM* feature next month.



IDEAS ABOVE THEIR PLAYSTATION

MUMMY'S LITTLE ANGEL GONE HORRIBLY, HORRIBLY WRONG...

**Character:** Rascal**AKA:** Brat Boy**The game:** PSM3; 5/10

The gist: Controlling this evil-looking pootroon, jump from dumbed-down platforms and solve puzzles which are more colour-by-numbers than *Krypton Factor*.

Appearance: You know Chuckie from *Childs Play*? That freakazoid, demonic little nipper's toy, that came to life and would nibble at the ankles of parents before

burning them alive? Well he's just like that. But with shades.

Distinguishing marks: Less than two foot tall, hair cut by Mum. A kind of wannabe-hep-and-cool Kevin the teenager, just as poorly dressed and nowhere near as entertaining.

Typical scenes: Rascal is walking along, meets some half-arsed excuse for a baddie, shoots him with his bubblegun and, well, then does it again. The closest you'll get to a challenge is the

odd platform, moving object or regenerating nasty.

What went wrong? Rascal failed to warm the hearts of gamers. So enthralled were they by their graphical achievements, the developers overlooked that all-important gameplay. Duh.

What's he doing now? Now in Borsalt and leader of the laughed-at Bubblegum Gang, Rascal turned to a life of petty crime – muggings, pickpocketing and being very ugly.



The Webbed One is all set to make his PlayStation debut in a new 3D action/adventure from Activision.



SPIDER-MAN

HE CATCHES CROOKS LIKE FLIES, Y'KNOW...

Some of the more recent comic licences to appear on the PlayStation may have been disappointing, but *PSM* has high hopes for the new Activision title, *Spider-Man*. The game is being developed by Neversoft, the force behind the Bruce Willis-fronted fun-blaster *Apocalypse*, and will take everyone's favourite web-slinger into the third dimension for the first time.

Billed as a "combination of combat and exploration," this action/adventure has Spidey facing up to some old adversaries – Venom, Carnage and Doc Ock. According to Neversoft

you'll be able to swing from rooftop to rooftop, sling webs and climb walls, all in a glorious 3D world. Expect to enter spooky subway tunnels, search a prison for super-villains and explore Manhattan in pursuit of more evil-doers. Spider-Man is due for release early next year.

SNOW SHOCKER

RESI 2 FANS READY TO SLOPE OFF

"S

hreddin' the slopes has never been more fun," according to Todd Thorson, Capcom's senior marketing manager. *Trick 'N' Snowboarders* is coming to the UK soon, a direct port of the Japanese hit *Tricky Sliders*. No more be-moaning the turgidity of snowboarding titles round here, this is very, very different. While all your usual features are there, (half-pipe, aerial events and snowboard park), it's the hidden characters that have got us interested. In a fit of cross-game referencing you'll be able to slide down the slopes as characters from *Resident Evil* a. *Weird or what?*

Leon and Claire both don their respective bobble hats, strap on a plank and waggle their way down the mountain. You'll also be able to play as the zombie Cop, although how agile the marionette-like monster is remains to be seen.



All pretty impressive, but the secret to this particular sim's not in its half-pipes but its hidden characters.

BOOTY

CRACK OPEN A GAMES SCAPULA AND DECANT THE LIQUID INTO A HOT PRISM. DISTIL AND TIP ONTO A PAPER TOWEL. THIS IS WHAT'S LEFT - DESPATCH POSTCARD PICKPOCKETS IMMEDIATELY.



V-RALLY 2 KNAPSACK
Store your vital driving equipment, like pants, a pasty and fags, within this striking baggage. It's emblazoned with straps so you can hold it above ground.



LEGO NABOO FIGHTER

Legos keep it unreal by launching this *Phantom Menace* brickwork. A Naboo Fighter looks double-cool launching laser weapons at the fruit bowl. Zap.

GAME LOLLIES



Look like a CyberKojak with these *Flick Street Fighter* blowpops.



KYLE TALKY BOX

Big-headed *South Park* fella speaks mondo-dato when impregnated with batteries. Rude boy!

PHONE 'N' CELLNET

Act like a businessman buying and selling park helies with this Philips mobile and £50 worth of free air time. See below!

GAMES CHEMISTRY



1



2



3



4



5



6

Wardrobe a homage to the pitiful work of Pierre Sangan? Then scoop these to look um... chic-er.
(1) *GTA: London* 1969 cotton T-shirt avers shooting dude motif. **(2)** Pale blue *Wings of Space* shirt. **(3)** A fleur from the Parisian studio of Yves Saint Cryo. **(4)** *Viva Football* sportswear. **(5)** A *Rollcage* tabard. **(6)** 360 degrees of Cryo cotton blouse.

WIN STUFF!

Peer through heavy-lidded ears and cry, "Desire is mine!" No you can't lightly braise the items and serve with a crisp dressed salad. But you can hold them, tease them and make them hot, like a human part. But you must win 'em first. So do this. Fill in missing word on a postcard. Add name, dwelling and the words **Booty 46**. Then post it to the addressee usual. Dashed well done to Dave J List who scooped the *Star Wars*

Booty 46. Winners of the *South Park* Booty 46 will be notified shortly. Anyhow, this month, the closing date is 10 August 1999. The Ed's decision is The Ed's decision and very final to boot. Take just one go, no under 18s, and them Usual Compo Rules™ apply...

Q: Tubby cockney man Bob Hoskins used to say: "It's good to ..."

LOADING

53.5% COMPLETE





In-game shots of the Peugeot 206 GTi that you - yes, YOU - could be driving, but for the answering of a few simple questions. Only a bit harder, at V-Rally 2. So let's right, right, through the trees, kill the lights...

Peugeot 206 GTi Full car spec

- Three door hatchback
- 2.0 petrol engine
- Top speed of 130 mph
- 0-60mph in 8.4 seconds
- Digital air conditioning
- Climate control
- ABS
- CD Player
- Remote control stereo
- Alloy wheels
- Dual front airbags
- Power steering
- Engine immobiliser
- Alarm/Deadlocks
- Pelp central locking
- Electric front windows
- Body coloured bumpers
- Chrome exhaust



WIN

A PEUGEOT 206 GTI WITH V-RALLY 2

See the car on the left? Thanks to PSM and Infogrames, it could be yours! Yup, but for a few answers and a game of V-Rally 2, you could win a brand-new Peugeot 206 GTi!

So what's the car like? According to Car magazine, the Peugeot 206 GTi boasts "a great engine response, brilliant steering and a flick-lightness". Good laws.

- **QUESTION: 1** Name three manufacturers in the current World Rally Championship?
- **QUESTION: 2** How many rounds are there in the British Rally Championship?
- **QUESTION: 3** How many times has Carlos Sainz won the World Championship?
- **QUESTION: 4** How many rallies are there in the World Championship?
- **QUESTION: 5** Who won this year's Corsica Rally?
- **QUESTION: 6** What country does Ari Vatanen come from?
- **QUESTION: 7** Where was V-Rally 2 developed?
- **QUESTION: 8** Exactly how many cars are there in V-Rally 2?
- **QUESTION: 9** What year was the Federation Internationale De l'Automobile founded?
- **QUESTION: 10** Which duo wrote "Slip Slidin' Away"?

V-RALLY 2 COMPETITION

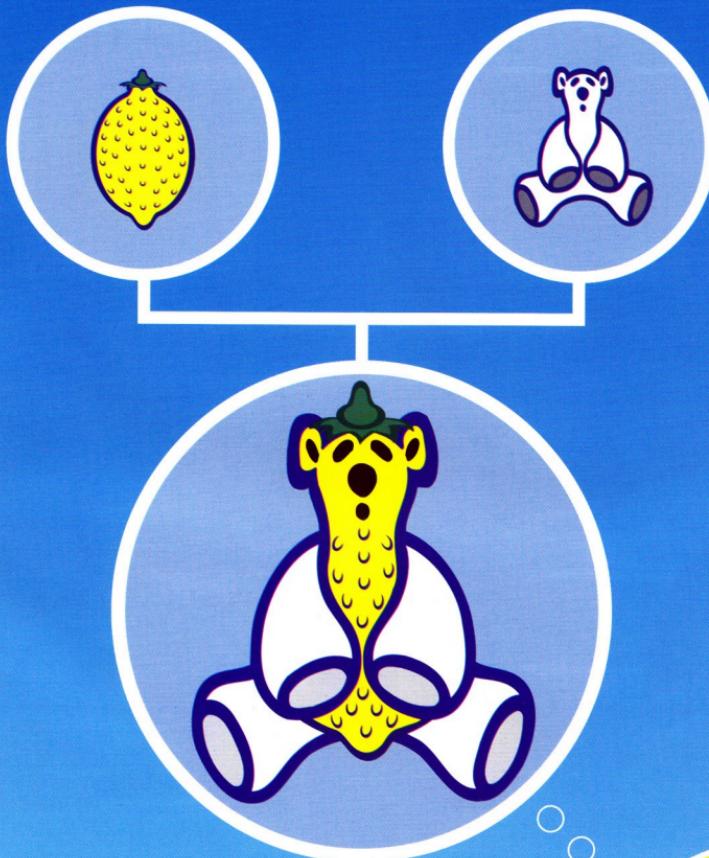
■ NAME: _____	■ QUESTION 6: _____
■ ADDRESS: _____	■ QUESTION 7: _____
_____	■ QUESTION 8: _____
_____	■ QUESTION 9: _____
_____	■ QUESTION 10: _____

Once filled in, send this coupon to this address:

V-RALLY 2 PEUGEOT COMPETITION, 22 CASTLE STREET, CASTLEFIELD, MANCHESTER, M3 4SW

RULES: The competition is open to all, but please bear in mind that the first prize is a car and PSM in no way promotes sub-17 year olds getting behind the wheel. PSM or Infogrames cannot be held responsible for entries lost in transit. Employees of Peugeot, Future Publishing or Infogrames are ineligible for entry. After the closing date, ten answers will be drawn at random from the entries received thus far. These winners will be notified by phone and they will be entered into a V-Rally 2 race-off to be held in August '99 (exact date to be announced). If you are unable to attend, your place will be filled by another random choice. Entries should be made using this form or a photocopy. Closing date for entries is 12 August. Winners will be contacted immediately after the closing date and the race off will happen soon after. Don't call us - we'll call you. All usual competition rules apply.

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RETURN OF THE PAC

NAMCO'S '80S ICON IN ALIVE-AND-GOBBLING SHOCKER

One of the biggest figures in videogames is to make a comeback in an all-new 3D adventure. Pac-Man, the most famous yellow blob of pixels in the world, is to return in *Pac-Man World 20th Anniversary*. Shrugging off the shackles of 2D-ness *20th Anniversary* combines three playing modes: Quest Mode, Maze Mode and Classic Mode – the first two being genuinely new Pac-Man games, while the last enables you play Pac-Man in classic form.

In Quest Mode the big P will have to explore six worlds and find keys to release six of his bezy mates who've been imprisoned by his evil alter-ego, Toc-Man. In this mode Pacers can shoot, roll, bumble-thump and swim his way across the three levels that make up each world. His quest will take him from a pirate world, where Pac



He's back – and he's taking on pirates, ghosts, and, of course, plenty of mazes packed with little white pills.

needs to free his dog Chomp-Chomp, into outer space where the Galaxians[] are holding Professor Pac hostage and finally to Toc-Man's evil abode where Ms Pac-Man is being guarded by skeletons and giant bats. One of the levels even reveals the origin of all those little yellow pills. The origin of Pac himself isn't as mysterious – he was dreamt up by Tohru Iwatani after he took a

slice of pizza and was inspired by the shape that remained.

Lovers of mazeyness aren't likely to be disappointed as Maze Mode gives you the chance to chase the ghostly Inky, Pinky, Blinky and Clyde around a 3D labyrinth. Classic Mode, meanwhile, is an arcade-perfect version of the original Pac-Man game. Expect him by Christmas.



Platinum Discs

RESIDENT EVIL 2

Raccoon City's overrun with bizarro-zombie. With more than a passing nod to classic thrillers like *Assault On Precinct 13* and *Dawn Of The Dead*, *Res 2* supremely outdid its predecessor in terms of schlock value. From the opening moments of the game the carefully worked-out plot dragged you screaming through the small hours. The suspense it built up was innately cinematic, and for most of us, it was the first time since Tom Baker played *Dr Who* that we were found cowering behind the sofa. Lightening the mood a little (thankfully) was a rather touching romantic tryst between the characters, although it was less *The Horse Whisperer* and more *Scream*. Key moment? Stalking down a darkened corridor in the police station



ANOTHER ECLECTIC TRIUMVIRATE OF GLITTERING GAME SAUCERS TO ADD TO THE COLLECTION. FILE UNDER 'MUST HAVE' IF YOU HAVEN'T ALREADY.

and suddenly finding yourself sucking face with a licker. Bit like most Friday nights round here really.

Summary: Hammer horror in the house. **PSM Verdict:** 9/10 (PSM28)

FIFA '98: ROAD TO WORLD CUP

Ahhh, 1998 and le grand tournoi for the cup of cups. How close we got and yet how very, very far. In the interim Mr Beckham has gone from being the inspiration behind a gibbet swinging effigy in Essex, to one of the greatest players in Europe. *FIFA '98* gave us the opportunity to recreate the path to the holy grail of hackey-sack hoofers everywhere. Yes, it was flawed, although still years ahead of its previous incarnations. Even the supreme fluidity of Mr Gino's motion capture contribution couldn't hide the technical problems. But, having said that, the gameplay was super sharp, with a very intuitive control system. You could pick it up and play a decent match with any of 392 national sides from around the

world. Which is, of course, exactly what you want from a football game.

Summary: The lads done good. **PSM Verdict:** 8/10 (PSM28)

COMMAND AND CONQUER: RED ALERT

Given the current climate in the former Yugoslavia, it might be prudent not to big-up the glories of war, but as real-time strategy games go it doesn't get much better than *Red Alert*. Huge missions, supremely detailed and captivating cut scenes, large bombs and the opportunity to play at being Field Marshall Haig for a few hours.

One of the key features of *Red Alert* was that it really gave you a sense that you were participating in a full-on assault. The plot dragged you in and kept you up until four or five in the morning, still dribbling for more. Multiplayer action was, of course, the ultimate bonus and certainly pushes this game into the big league.

Summary: Go forth, and wage war. **PSM Verdict:** 9/10 (PSM28)

Dan Mayers



Resident Evil 2 £3, FIFA '98 £3 and Command and Conquer: Red Alert £3. All now under £20 each.

WORDS: MIKE GOLDSMITH PICTURES: MARTIN BURTON

BEZ

RUBBER-LIMBED GO-GO DANCER FOR THE ONCOMING APOCALYPSE, BEZ CHILLS OUT WITH A SLICE OF *COOL BOARDERS 3* AND AN AMUSING CHAPEAU. UM...

You join *PSM* on the M57. Your correspondent and similarly soiled photographer are currently in pursuit of a Rover 460 GSi being driven the wrong side of 90mph. The car bobs. The car weaves. The car has a 'Keep Your Distance' sign casually hanging off its rear window. *PSM* winces deep from within its sculpted leatherette seat, yet is secretly relishing the opportunity to play the bloke currently disappearing into the distance at the similarly lairy *Ridge Racer Type 4*. "That's if we ever catch up with him..."

"You know that *Charlie And The Chocolate Factory*?"

Huh?

"He warned about this type of thing 40 years ago. He did! This big bad general came along with all these board-games and tried to brainwash kids into being insensitive to murder and that. It were in the film! Don't you remember the big bad general who takes over Willy Wonka's chocolate factory? The oil-making machines and all this secret stuff going on? Unless it's another film I'm getting mixed up with..."

Mark Berry is in the middle of a serious sociological treatise on PlayStation and its intoxicating effects on The Nation's Yof. Bonkers behaviour given the escapades the Happy Mondays hooper got up to under his *nom de guerre* of Bez. Surely for him to cast the innocent delights of PlayStation as the perverter of youth is hypocrisy of the highest order. Especially considering the *Charlie And The Chocolate Factory* Bez recalls is one *PSM* has never been privy to.

For those who've been living on Pluto for the last decade, the escapades *PSM* alludes to are the stuff of legend. Teaming up with loaf-haired surrealists Shaun Ryder, Happy Mondays defined the Madchester movement of the loosely-attired late '80s. Ground-breaking albums, dubious recreational pursuits, life-threatening car crashes... *Pills 'N' Thrills And Bellyaches* was the name of both an album and a lifestyle and it's one the Mondays are returning to now they've reformed. *The Boys Are Back In Town* ramraided the charts earlier this year and with a *Greatest Hits* compilation out now, the Mondays are back in all their frazzled glory. Nice work if you can get it, Mr Bez...

"It's alright! It has been really enjoyable. I've been able to put me house in order and I've been wanting to do that for years. We're off to Ibiza next for four days! We're only going 'cos it's Ibiza and that Manumission is a mad club. I can't wait..."

And after that? Shaun hinted recently that a new album could be on its way. "We haven't got a clue what's happening 'cos no one knows and no one's decided," reveals the skeletal one, slyly eyeing the PlayStation poking out of *PSM's* bag. "There could be. There's talk of it. The reality is that it's only talk though."

With the future suitably hazy, *PSM* proffers an innocent question on the past exploits of the Mondays. The Bez smiles. He may have contributed strongly to sales of Jamaica's favourite herbal export, but his brain remains as wide as his pupils.

"It's all in the book! Whenever I get asked questions, I always say, 'BUY THE BOOK! IT'S ONLY £9.99 FROM MACMILLAN! READ ALL ABOUT IT!' Heh heh heh..."

With Bez keeping schtum about his previous escapades, we are forced to try and wile our way into his affections. Perhaps Sir would like a go on our PlayStation?

"The game I like the best is the moment is *Colin McRae Rally*," he declares, showing an unprofessed inside knowledge of the Sony überbox. "I've got me steering wheels and pedals – I just want the driving seat now 'cos the pedals end up going everywhere when I'm braking! They ought to make a proper handbrake as well so you can hit it any time. I like all the driving games 'cos I like driving."

We noticed.

"When I was a kid, the first game that was out was that table tennis thing. *Pong*. Then *Space Invaders*... I was 16 when that all started so I sort of missed all that arcade stuff. I was into football and air rifles and other mad things like that."

Bez disappears into the distance, intent on extracting his steering wheel from the building site that is currently his home. He returns not only with a steering wheel but what can only be described as a sodding great snowboard.

"I've just been snowboarding in Andorra and bought a new snowboard," he beams. "I wouldn't mind having me photo done with that..."

Snowboarding? Bit too Newquay for us, mate.

"It's alright," enthuses Bez, gurning for *PSM's* lens-smith. "When I was there, all the nasty accidents only happened to the skiers. The snowboarders had the odd broken collar bone, but that was it. I didn't get to the jumping stage, I just ripped down the mountain..."

PSM sees its chance and swaps *Tekken 3* for the *Cool Boarders 3* it has wisely chosen to bring. A fine game that's enjoyed by all but a tad tricky to play when strapped to a plank. Time for something a bit closer to Bez's heart. "It's a bit dark, innit?"

With the lack of *Colin McRae Rally*, *PSM* reaches into its pandorion games bag and emerges with the crash-happy thrillfest that is *Rally Cross 2*. Bez remains unimpressed.

"It's not too good this one," he decides. "It's not as good as *Colin McRae*. I'm trying to get the in-car view but I can't find it." Erm, '98 Games have evidently forgotten to include that finest of all racing views and thus the pedals have to be retired. A shame, given the surprise that is Bez's proficiency at PlayStation. Where once were maracas, now are joyapps...

"Nuts (the Kermit-like rapper who sings alongside Ryder in the Mondays) plays PlayStation a lot," reveals Bez. "He plays all of us. He grew up in that computer age so he's used to PlayStation and all that."

Jealous of missing out the first time round?

"I'm reliving it all now, aren't I? Heh heh..."

With a shrug and that omnipresent chuckle, Bez smiles the smile of a man who is having his cake and necking the lot. With tales of motocross and skateboarding and the prospect

of much sauciness at Ibiza's infamous Manumission club, surely there is something the man hasn't tried? *Bust A Groove* is somewhat predictably slapped on, Bez remains seated instead of his customary puppet-on-tartrazine gait. It is deemed merely "OK" and brings up an obvious line of conversation. Could Bez imagine himself in one of these games – a secret character in *Bust A Groove 2*, say?

"If I could be in a PlayStation game, it'd be 'ace," he smiles, lobes racing at the prospect. "It's really funny. We could definitely do some music for a game. What would we do? We'd have to do something pretty wild for the PlayStation, wouldn't we? Do you get good dough off it?"

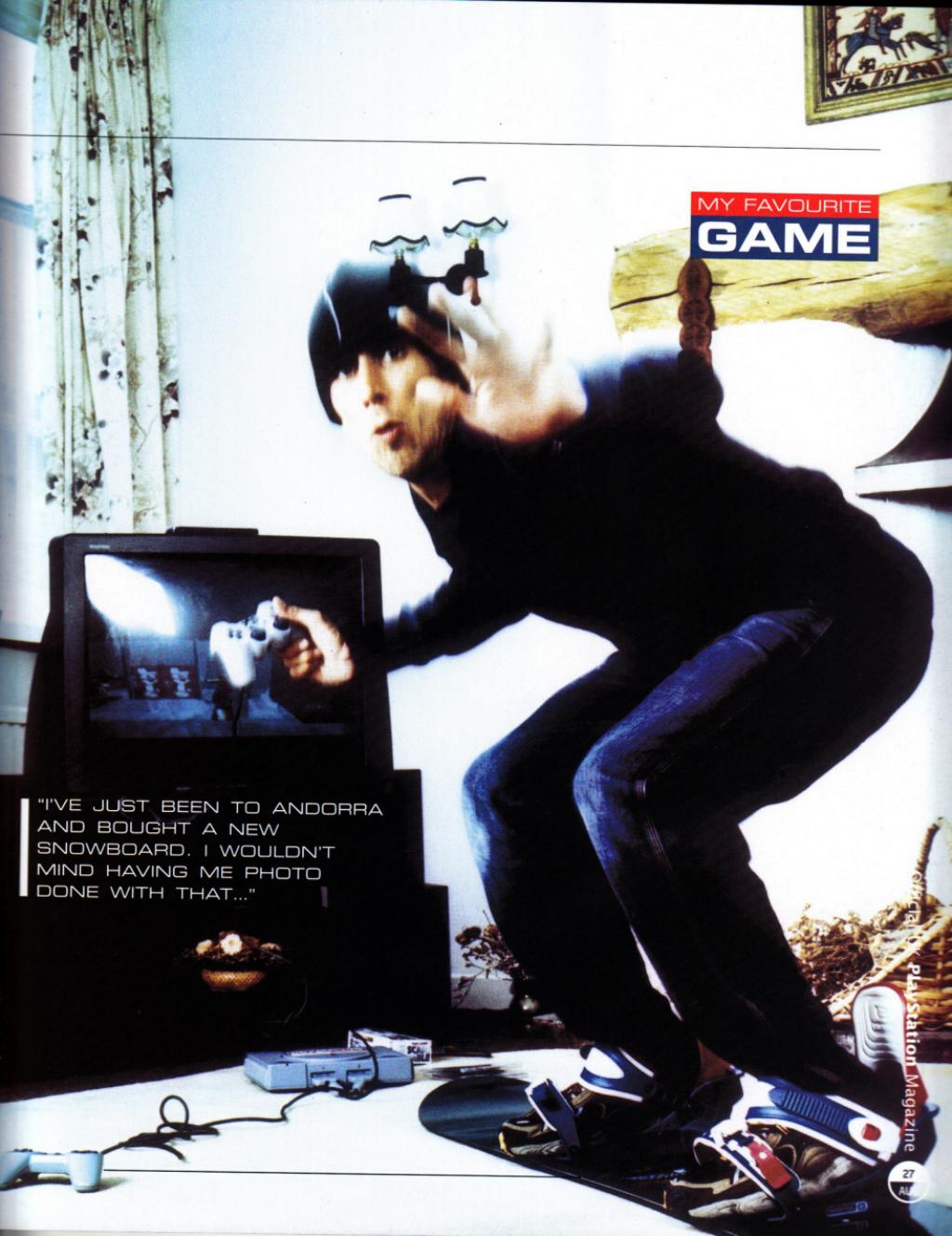
Ask Fatboy Slim. He should know...

"I bet he does!"

Enough. The day is drawing to a close, the steering wheel is packed away and *PSM's* games bag is liberally fleeced by a man who has seen it all, done it all and is currently preparing to do it all again because he understands it for what it is.

"Yeah, I like rock 'n' roll, me! That's me, rock 'n' roll, you know what I mean? Give me rock 'n' roll!"

Wise words, Bez, wise words.



MY FAVOURITE
GAME

"I'VE JUST BEEN TO ANDORRA
AND BOUGHT A NEW
SNOWBOARD. I WOULDN'T
MIND HAVING ME PHOTO
DONE WITH THAT..."



COOL JULES SAYS
DON'T GO MAD,
GO MENTHOL.

SO WHO THE HELL IS: HASBRO

YEAR FORMED: 1955

BASED: Beverly, Massachusetts

NUMBER OF EMPLOYEES: 450

KEY PEOPLE: Tom Dusenberry – president, Tim Christian – managing director (international), John Hurlburt – business general manager, Jim Adams – group head American sales, Tony Parks – group head R&D, Scott Dodkins – commercial director (international), Dominic Myers – strategic marketing director (international), Gilman Louie – chief creative officer and Jim Buchanan – business general manager, MicroProse and Atari.



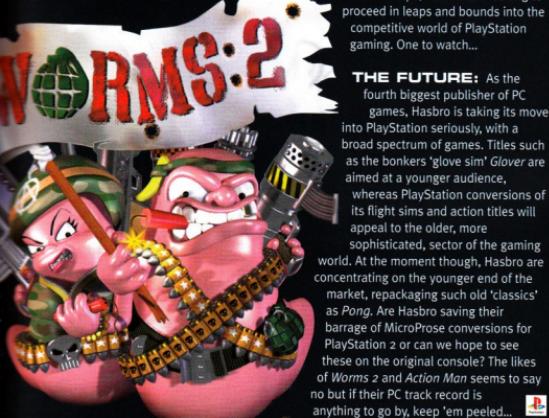
years of publishing games Hasbro are already on their way becoming one of the top five multi-format publishers in the world. How have they managed to achieve so much? Because like Mr Stay Puft, they've thrown their weight around...

Recent acquisitions of such established companies as Atari have secured Hasbro a back catalogue of some of the world's best-loved game titles. The first to be released on the PlayStation is *Centipede*, that retro trackball favourite, re-mastered with the full benefit of today's sophisticated technology (ie they've made it 3D...). October '98 was also a busy month, writing out hefty cheques to acquire such developers as Avalon Hill (creators of strategy, sim, adventure and RPGs) and the somewhat-bigger MicroProse.

MicroProse have a HUGE presence in the PC market, having released a successful range of strategy, sim and 3D action titles. Such award-winning franchises as *Magic: The Gathering*, *Star Trek: Next Generation* and *MechWarrior* will ensure Hasbro can move away from the restricting confines of retro-gaming. Having taken these first tentative steps, Hasbro are looking to proceed in leaps and bounds into the competitive world of PlayStation gaming. One to watch...

THE PAST: Hasbro have always known how to get people playing. Remember Operation? Action Man? My Little Pony? These household names are just a tiny fraction of the more traditional toys and board games in their back catalogue and as of the last year or so, Hasbro is looking to utilise their expertise in the toy business to make inroads into the videogames industry.

Despite being a mere babe in software terms, after only four



THE FUTURE: As the fourth biggest publisher of PC games, Hasbro is taking its move into PlayStation seriously, with a broad spectrum of games. Titles such as the bonkers 'glove sim' *Glover* are aimed at a younger audience, whereas PlayStation conversions of its flight sims and action titles will appeal to the older, more sophisticated, sector of the gaming world. At the moment though, Hasbro are concentrating on the younger end of the market, repackaging such old 'classics' as *Pong*. Are Hasbro saving their barrage of MicroProse conversions for PlayStation 2 or can we hope to see these on the original console? This likes of *Worms 2* and *Action Man* seems to say no but if their PC track record is anything to go by, keep 'em peeled...

PLAYSTATION PORTFOLIO



FROGGER

Stop, go, stop, go, splat! Who could ever have foreseen the hours of fun and frolics a gamer could have just crossing the road? Answers on a postcard 'cos we haven't a clue...



RISK

Successfully made the move from cardboard box to plucky disc when it was released for the PlayStation in 1998. Beloved by strategy fans, reviled by others.



MONOPOLY

Another box-to-disc conversion but this one lost its appeal (eg stealing cash from the bank is impossible). Still at least you didn't lose the hat. Or the dog. Or the hotels or the...



X-COM: UFO ENEMY UNKNOWN

An atmospheric and gratifyingly complex game. The first in a much-loved series whose popularity extended across platforms.

CURRENTLY IN PRODUCTION



WORMS 2: ARMAGEDDON

The sequel to the much-loved *Worms*. Expect heaps of sadistic anfieldian fun, top new weapons and an, um, cast of thousands...



PONG

The return of the retro classic. Now sporting a new make-over, *Pong* is recommended for gaming neophytes taking their first paddle in the world of PlayStation.



MISSILE COMMAND

Featuring all the key elements of the Atari original, *Missile Command* sees the return of an '80s classic. Explore new 3D worlds and protect starbases against alien attack.



ACTION MAN

The chapless chap comes to life in this toy/adventure game, which promises an, erm, action-packed combination of action, counter-espionage and grippable hands.

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UNIVERSITY CHALLENGE

PSM INTERRUPTED THE SUMMER BALL AT THE UNIVERSITY OF HERTFORDSHIRE TO PICK THE BRAINS OF 12 OF THEIR MOST ESTEEMED STUDENTS ON THE FINER POINTS OF ACTUA SOCCER 3. HMM...



MELANIE

Interesting fact: I'm excessively intelligent (and clueless).
Actua Soccer 3: Addictive, intoxicating.



RICK

IF: I've done the full monty!
Actua Soccer 3: Easy to use, good visual effects.



KATE

IF: I used to play rugby.
Actua Soccer 3: I reckon football is for wimps.



ALI

IF: I am distantly related to royalty.
Actua Soccer 3: Great football game, but I'm rubbish at it.



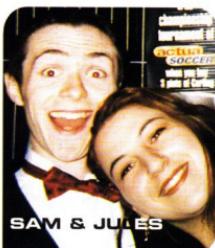
SEJAL

IF: I breed sea monkeys.
Actua Soccer 3: Fast, furious and feisty (just like me).



MITZY (AKA JOHN)

IF: I like dressing up as a man.
Actua Soccer 3: Ladies don't play football...



SAM & JULES

IF: Sam: I'm a cosmic girl. Jules: I have great girth.
Actua Soccer 3: 9/10. Best Actua yet.



IF: I frequently strip.
Actua Soccer 3: Top Banana. Best soccer game I've played.



WENDY

IF: I have bathed a legless man.
Actua Soccer 3: It's definitely the game of the season.



PETER

IF: I am a boxer, so don't mess.
Actua Soccer 3: It's even better than the FIFA series.



DEKAN

IF: I fly planes.
Actua Soccer 3: The graphics are wicked! They're very realistic.



IF: I strip for my flat mates.
Actua Soccer 3: I can do some pretty cool shots.



Anna Kournikova's Smash Court Tennis™ & © 1996, 1998, 1999 NAMCO LTD., ALL RIGHTS RESERVED.

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**ANNA KOURNIKOVA'S
SMASH COURT TENNIS.**



Tears of joy, howls of despair, bathtubs full of champers... It's that time of year again! Following on from last year's stupidly successful event, we're once again giving YOU the chance to vote for your favourite games in the *Official UK PlayStation Magazine* Awards 1999. Make games, break games and, most importantly, earn yourself a place at PSM's table at the most prestigious videogames awards ceremony in the world...

It began small, but perfectly formed - and it's about to get bigger! Hosted by the saucy Jayne Middlemist and staged at the Limelight Club, 1998's *Official UK PlayStation Magazine* Awards were a huge success. Readers voted *Final Fantasy VII* as Best PlayStation Game (*Tomb Raider 2* and *Tekken 2* took the other places on the podium) while the Awards Panel dished out such prizes as Best Sports Game (*ISS Pro*), Best Driving Game (*Toca*) and Best Game Character (Lara Croft, of course). Such a swelligent time was had by all that we've decided to do the thing again - but on a way bigger scale...

To be held on Thursday 12 August at The Sound Republic in Leicester Square, this year's Awards will be compered by the dazzling Denise Van Outen and sponsored by Electronics Boutique and Sony Computer Entertainment Europe. The *Official UK PlayStation Magazine* Awards 1999 will once again

be a mix of reader votes and industry recognition. The best games, genres, characters and music will be voted for by PSM's 500,000+ readers as well as in-store voting throughout July and August at the 185-strong Electronics Boutique chain. With last year's awards eliciting over 50,000 responses!, the Awards represent the opinion of the whole of the gaming community and recognise the very best the PlayStation industry has to offer.

What does this mean to you? With prizes galore to be won, plenty! Not only could you be there yourself, you could also bag a £1000 worth of PlayStation goodies to boot! See over for the 200 games nominated for the Readers' Award for Best PlayStation Game, rules on how to vote and that full prize list. Updates on the voting will be published next issue, while the full run down of the awards will appear in the 50th issue of PSM, out early September. Get voting!



Presented by the divine Jayne 'Nice Tiara' Middlemist, 1998's *Official UK PlayStation Magazine* Awards was a dandy affair with expensive glass PlayStations going to Core, Konami and Sony. Super swanky!



It's glass! It's a PlayStation! It's so heavy it's making Miss Middlemiss scream like a lady!

CATEGORIES AND NOMINATIONS

electronics boutique store manager award

(Voted for by store managers of Electronics Boutique)

best game character

Nominations: Lara Croft, Solid Snake, Yoshimitsu, Abe, Reiko Nagase, Crash Bandicoot, Croc

best sports game

Nominations: NBA Live '99, ISS Pro '98, FIFA '99, Anna Kournikova's Smash Court Tennis, NFL Blitz

best beat 'em up

Nominations: Tekken 3, Street Fighter Alpha 3, Rival Schools

best driving game

Nominations: V-Rally 2, Driver, Ridge Racer Type 4, Gran Turismo, Colin McRae Rally, TOCA 2

most innovative game

Nominations: Music, Oddworld: Abe's Exoddus, Metal Gear Solid, Bust A Groove, GTA: London 1969, Ape Escape

best game developer

Nominations: Core Design, SquareSoft, Namco, SCE, Crystal Dynamics, Reflections, Naughty Dog, Konami

best game publisher

Nominations: SCE, Eidos, Infogrames, Electronic Arts, Konami

best game graphics

Nominations: Metal Gear Solid, Tekken 3, Driver, V-Rally 2, Ridge Racer Type 4, Abe's Exoddus, Crash Bandicoot 3

most addictive game

Nominations: Bust-A-Move 4, Anna Kournikova's Smash Court Tennis, Metal Gear Solid, Crash Bandicoot 3, Gran Turismo

(All voted for by the The Official UK PlayStation Magazine Awards Panel)

the official uk playstation magazine awards 1999 readers' award for best playstation game (with two runners-up)

(Voted for by readers of The Official UK PlayStation Magazine)

best in-game music

Nominations: Music, FIFA '99, Rollcage, Ridge Racer Type 4, Bust A Groove, GTA: London 1969

(Voted for by: Brett Anderson (Suede), Feeder, Norman Cook (Fatboy Slim), Gaz and the lads from Supergrass and Damian Harris (Skint Records) - TBC)

HOW TO VOTE

Voting couldn't be easier! Just take a gander at the games listed in this feature, choose the best three titles, follow the steps below and the chance to win BIG is but a vote away...

1 One way to vote is to dial the *Official UK PlayStation Magazine Awards* Hotline on 0901 3882240. Enter the three-digit code for your choice of Best PlayStation Game using the touchtone activated service, as instructed by the recorded message. The codes you need to enter for each game are next to the game in the nominations list (eg For *Actua Golf*, enter 001. For *Actua Soccer*, enter 002 etc).

RING NOW
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Note: Calls cost 25 pence at all times. Please obtain permission from the bill payer before calling. As we are keeping the cost of the call to a minimum, we WILL NOT be registering your name and address. Thus to enter *The Official UK PlayStation Magazine Awards 1999 Prize Draw*, you must fill in and send off the coupon in this magazine. Cut-off date for voting and prize draw entry is 04/08/99.

2 Another way to vote is to fill in an entry form. Either visit your local Electronics Boutique and fill in a voting form there. (See the separate voting form at Electronics Boutique for full details, rules and regulations.) You will be required to fill in your name and address, which will automatically enter you into *The Official UK PlayStation Magazine Awards 1999 Prize Draw*. Or turn to page 37 and fill in the entry form. Affix a stamp and send it (or a photocopy) to PSM Awards, 30 Monmouth Street, Bath BA1 2BW to be entered into the draw.

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THE PANEL

So just who will have the deciding vote on these most prestigious of awards? This little lot, that's who...

Mike Goldsmith (Editor, *Official UK PlayStation Magazine*)

Sean Atkins (Editor, *PlayStation Power*)

Will Groves (Editor, *Essential PlayStation*)

Andy Dyer (Editor, *PlayStation Max*)

Juan Montes (General manager of software development, SCE)

Ronnie Dungan (Editor, *CTW*)

Lisa Morgan (Director of purchasing, Electronics Boutique)

Jeremy Smith (Managing director, Core Design)

Jamie Theakston (Popular Televisual Personality - TBC)

Aleks Krotoski, Claudia Trimde, Emily Newton Dunn (Presenters, *Bitz*)



From the sublime to the ridiculous... But which is which? Oasis tribute band Wonderwall scowl moodily while La Dennis grins on...



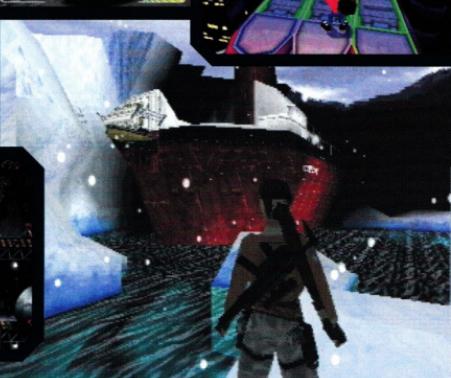
1999 PSM AWARDS

THOSE GAMES TO VOTE FOR



Actua Golf	001	Bust-A Move 4	032
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Alien Trilogy	007	Vengeance	037
All Star Tennis	008	Command & Conquer	038
Alone In The Dark	009	Command & Conquer Red	
Alundra	010	Alert: Retaliation	039
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Apocalypse	013	Cool Boarders 3	042
Armoured Core	014	Crash Bandicoot	043
B-Movie	015	Crash Bandicoot 2	044
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Black Dawn	017	Croc (platinum)	046
BLAM! Machinehead	018	Croc 2	047
Blast Radius	019	Darklight Conflict	048
Bloody Roar 2: Bringer Of The New Age	020	Dead Or Alive	049
Bloody Roar:		Deathtrap Dungeon	050
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Ridge Racer Type 4, Abe's Exodus, Tomb Raider 3, Crash Bandicoot 3, Colin McRae Rally... Success is but a phone call away. Use that vote wisely...

THE PRIZES

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PSM

A glittering smorgasbord of prizes await you, our beloved reader, but for the price of, well, hardly anything. Either send off the coupon next to this list, or complete a voting form at your local Electronics Boutique with your name and address and you could win one of the following...

First Prize: An all-expenses-paid trip for two to *The Official UK PlayStation Magazine Awards* 1999. This includes accommodation at a top London hotel, all travel expenses plus entry to the Awards (includes two seats at the PSM table, a posh meal and possibly too many drinks for you both). On top of this, you win a grand's worth of shopping spree at your local Electronics Boutique. Bargain!

Second Prize: A 500 quid shopping spree at your local Electronics Boutique.

Third Prize: A free subscription to 12 issues of your favorite *PlayStation Magazine*, the *Official UK PlayStation Magazine*!



PSM AWARDS '99



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Future Publishing
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Bath
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NAME:

ADDRESS:

TELEPHONE NUMBER:

TOP THREE GAMES

- 1.
- 2.
- 3.

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FIRST LOOK WIP3OUT

Opening spread (645mm x 280mm)
Wip3out logo and additional styling: DR
Photo: A. Dunn, No. 985, EM, em

Wip3out

Flickering on a television screen in a Leeds office, a familiar futuristic type-face reads, "The return of the game that kick-started an era." Wip3out's back, but can Psygnosis deliver the bomb three times in a row? Dan Mayers shoots up North to find out...

Face it, of all the titles that were released alongside the fledgling PlayStation, *Wip3out* was the most breathtaking. Everything we wanted from a new breed of computer game was there—the futuristic ships, the speed, the soundtrack... All of which, allied with a highly-effective marketing strategy, made it easily the most recognisable brand on the console. 1995 saw *Wip3out* pods in clubs, and constant cross-cultural referencing made people who wouldn't have done otherwise go out and buy a PlayStation. This made a huge contribution to the machine becoming the lifestyle accessory that it is today. The rest, as they say, is history.

Despite being flawed in many ways, not to mention exceptionally difficult, it was the essence of *Wip3out*, carefully crafted by Designers Republic, that made it so outstanding. Thus, clearly on to a good thing, Psygnosis threw out ►





FIRST LOOK WIP3OUT



1 - 3 Amazing, isn't it? Fly through the air with the greatest of ease. Turn the corner and it's BANG!... Straight into a force wall. Contender eliminated.

► a revamp a year later in the form of 2097. This time the most noticeable feature was the garish colour-scheme, perfectly in tune with the likes of the Prodigy, who crooped up once again on the soundtrack. Technically it was superior, more fluid with varied courses, but still demanding a high level of gameplaying ability to complete. The weapons system was cranked up, and the phrase 'contender eliminated' became a cat call across the nation. Now we're at the tail end of the millennium, four years since the first installment, and another sequel looms. Given that programmers can now do things with the PlayStation never before dreamt of, just what are Psygnosis going to do next? "Wip3out still has the feel of the original, but we've increased the number of features ten fold," says Alan Raistrick, head producer. "For example the tracks are made up of over 400 sections, which is much longer than 2097's ever were."

Ahhh, the great track debate. The original games were celebrated – or in some corners cursed – for the complexity of their tracks. Can we expect more of the same? "Kind of," says lead artist Nicky Westcott. "We've tweaked the tracks, they're smoother and more fluid. We thought that was truer to the

couple of titles. It was as if the AI of the ships hadn't quite been thought out enough – 'Sure,' accedes lead programmer Neil Paterson. "We felt one of the big problems was the fact that the other ships didn't behave as they would in a real-life race situation. They followed the best racing line as though it were a spline, and would just shoot off in front and wait for you to catch up. In this game we've managed to fit in a more realistic engine, in as much as we've factored in a margin of error. It'll roll into the corners, hit the walls and even slow down to take bends more realistically. Surely this is going

to help counter the accusations that the first game had too steep a learning curve – the first couple of tracks were easy, then it suddenly got rock hard. Yeah, it should do," continued Neil. "We had a video sent to us by a bloke from America who'd played the game so much he was following the spline almost perfectly. That video was actually very useful to us because it showed us that a) it could be done and b) we could see the mistakes a very good human player made and apply them to the artificial intelligence of our machines."

Ace! So can we have a go or what? At which point PSM swiftly finds itself

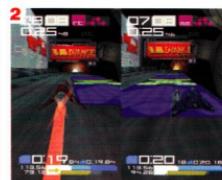
Insert callout here ▼

Despite being flawed in many ways, not to mention exceptionally difficult to play, it was the essence of Wip3out, carefully crafted by Designers Republic, that made it so outstanding.

▲ Insert callout here

Wip3out series and the whole anti-gravity experience. It means you don't slow down!" The actual process of working out the tracks was pretty involved. Originally they had 20 to choose from, and everyone just piled in with ideas, which were tested to death on the 2097 engine. "At the end of that process we made a democratic decision to knock 12 out, leaving us the final eight, which we're moulding into the new engine," reveals Nicky. "Any chance of seeing the other 12 in some form or other? Who knows? They might crop up as extras."

We've now got eight teams to look forward to, and Psygnosis have tried to even them out so there's more than just a couple of ships worth racing. "Wip3out's set 50 to 100 years in the future. Technology has improved and consequently the ships behave better. We didn't want everyone to only race the Feisar team or whatever," comments lead designer Wayne Imlach. That did seem to be a problem in the first



1 - 2 Screens. That split in two. Again. Multiplayer madness is on its way.

BOMB THE BASS

▲ Insert boxout title

Wip3out
released 11/98
by original original. Themed tracks gave us the opportunity to stick round indefinitely fast tracks across a futuristic world. Despite the fact it was incredibly hard several racing neophytes sheepishly handed back copies of their latest purchased, it remains our introduction to the world of anti-gravity racing. As a measure of how popular the game actually was, says reckon easy also picked up a copy and cut above the rest, with Sainsbury's it was cut above the rest, with the electronic No. 1, Let's Go! and Orbital cropping up on the soundtrack. A PlayStation classic.





enveloped in a leather swivel chair, being handed the controller. First impressions? It's still as twitchy as it ever was, and for the most part we clank along the track, banging off the walls like a pinball. Eventually we get back into it. The Analog Controller makes the steering more fluid, and we're soon pumping the airbrakes to negotiate the turns. Then suddenly the path splits in two. What the...? Alan's grinning in the seat next to us. "Yeah, we've put a load of them in. It's going to add much more strategy to the game. There'll be a couple of paths, one of which is a short cut, the other an attacking route. By flying down one you'll get all the weapons you need to fly an aggressive race. The other's just a simple speed through." Having handled that little surprise, the track teeds into a huge scale helter-skelter. It's quite easy to negotiate, but the feeling as we fly down the concentric circles faster and faster is amazing. Definitely up there with the rush you got when you first flew over the huge jumps of the original game. Stomach churning.

We can expect a huge explosion of weapons in this one too, although they have been tweaked a little. Alan tells us,

POOLS RUSHIN' 1 Insert boxout title

Wipeout 2097 Released 11/11

Key features were that wider, more varied tracks and the snakes that flew off the wing tips as you crunched along the sides. Tres chic, even if it did slow you down considerably. The learning curve was just as steep as in the first *Wipeout*, though more fluid tracks made it slightly easier to get to grips with - once you got used to keeping your fingers off the airbrakes that is. The Prodigy's *Freestyle* got everyone in the mood for aggressive racing. Or, if you preferred, the Chemical Brothers' bleeped merrily along in this background. As an added bonus the soundtrack was also available down your local popular music store.

Wipeout 2097 PS2/PC \$129.99



1) No doubt we'll be seeing some of these cutesy, Tamagotchi-style images on T-shirts very soon. 2-4) All the greys and browns Designers Republic have used give the whole game a much more sober, serious feel. Let's face it, who'd want to be less than sober flying round these tracks at a couple of hundred miles an hour...

3) These chaps seem to have spent a remarkable amount of time arguing the toss across a board room table to come up with the best idea they could.

The thing that's really going to set *Wipeout* apart from the other games in the series is the Multi-Player Mode that Psygnosis have somehow managed to squeeze in. Not link up, but full two-player, on-screen action. What's more it doesn't appear to slow the game down at all. "To be honest, it was incredibly difficult fitting in the Two-Player Mode," admits Neil. "But we've even managed to get it in at ultra widescreen, so the aspect ratios are correct." Huh? It means,

"The multi-missile from 2097 has changed in that each missile now targets independently. So if you have three opponents in front of you, they'll hit one each. If you have one, all three will hit the target." There are also seven new weapons, like the force wall. Run over the pad and it'll trigger a field through which you and your team mates can fly, but it almost cripples any other craft.

All of the weapons add to the strategic element of the game. "For example, we've

Insert callout here ▾

The track needs into a huge helter-skelter. The feeling as we fly down the concentric circles is amazing. Definitely up there with the rush you got when you first flew over the huge jumps of the original...

▲ Insert callout here



differentiated between attack and defence weapons. If you fly over an attack pad, you get an attack weapon and the same with a defence pad," Wayne chips in. "Another example is the hyper thrust. Hit a button and you'll expend some energy but get a little jump of acceleration forwards." Kind of like driving a car and kicking down a gear. "One problem we identified with the other titles was the pit lanes," Neil picks up. "Previously, when you hit the pits you quite noticeably lost time. Now you can fly through quickly to pick up a little bit of energy, or slow right down for a full charge." It's all in the amount of thought that goes into the game, and

he continues, "that if the screen's split vertically you get two perfectly-square playing windows, as if it were two separate TVs." Obviously the various game modes all run along the same lines as other great racing games - your high-speed tournaments, full seasons across eight races, even a Death Match Mode for the ultra violent. Alan explains, "What we've tried to do is open up the scope of the game, making sure the depth compares well with other racing titles that are currently on the market."

Though the first game was graphically suspect, it's going to be difficult to level such an accusation at this one. "We've moved the graphics engine on a lot. The

FIRST LOOK

WIP3OUT



1 Red 5, going in... This is trench warfare Wip3out style. 2 Target in sight, bombs away. 3 Multicoloured trails. 4 Another damnable force wall...

► only thing we've kept intact are the dynamics, in an attempt to maintain the anti-gravity feel and fluidity that made the original game so good," Nicky explains. They have, however, also included all the bells and whistles you'd expect, like multicoloured vapour trails, reflective surfaces and a dual angle Replay Mode. But the best bit is the fact that they've managed to keep the entire thing in high resolution. Practically, what does this mean? "Full detail is maintained into the distance, so there's effectively no pop-up and crisper effects on the horizon. You need that for Wip3out because of the speed you're racing at," says Alan. From the levels PSM saw, it looked like it was working very well, just a few small glitches that should be ironed out by the final version. Thanks to the joys of a bit of Sony kit called the Performance Analyzer they've managed to ascertain how close they are to perfect animation. "The Analyzer measures the number and speed of polygons being drawn on screen within a set time frame," explains Neil. "When we tried it out on some of the more complete courses there was basically no pop-up. That means this game is running faster than any of our competitors."

Designers Republic have got involved once again and have tried to steer the visuals away from the bright colours of 2097 and towards a more stripped-down look. "It's very minimalistic. That's the philosophy behind the design. Where we're



going with Designers Republic is very clean, futuristic and slick; very streamlined," says Wayne. "It does feel very dark to play – in terms of the mood it generates. Bare browns and granite greys replace the neon yellow and electric blues of the last title. If 2097 was the Prodigy's 'The Fat of the Land', Wip3out is Pre-Millennium Tension by Tricky."

Of all the games to grace the little grey box, the Wip3out series has offered up some of the most cutting-edge music. The Prodigy, Future Sound of London, Leftfield and The Chemical Brothers were all happy to stick their names on the original cover. Wip3out is no exception,

but it has taken a slightly different direction to its predecessors. "We wanted to get somebody different this time," says Alan. "We're working with Sasha at the moment. He's coming up with four or five bespoke tracks, which is something he has not done before. It's working really well, more like a film soundtrack. He's also going to be running a promotional tour to support the game when it comes out. The Wip3out Tour, eh? PSM hasn't been to an, erm, 'rave' for a while, and in the finger twiddling time between now and the release of Wip3out, it could well be worth the trip. After all, it is Wip3out..."

Insert callout here ▼

We're working with Sasha at the moment. He's coming up with four or five bespoke tracks, which is something he's not done before. It's working really well, more like a film soundtrack.

▲ Insert callout here

◀ Insert boxout title

UNIVERSITY REPUBLIC...

an Anderson, from Sheffield-based company Designers Republic, once declared that anyone using the term 'wave graphics' should be respected to the core. As graphic practitioners the wave in the term 'wave graphics' remains one way videogames are perceived.

Well, now, for their work on the album covers of bands like The Quiffs, Ashbury Lane and The Shamen, Designers Republic focus on the aesthetic, blurring icons and layering them with illustrative typography to create strange, futuristic hybrids. The fact they generated for the first two Wip3out titles remains one of the most distinctive ever seen and perfectly in keeping with the pre-millennial zeitgeist. Brrrr.

Everything by The Designers Republic ▼

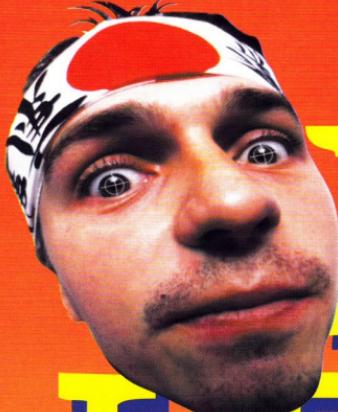


Sony Records 10/98/Judith Summer 1998
Everything by The Designers Republic
except photography by Michael C Place
for The Designers Republic and
Vivian Abe 1998 ▼

Adapted from the G4 artwork for the 'Additional Productions' campaign album K7 Recordings Germany Spring 1999.
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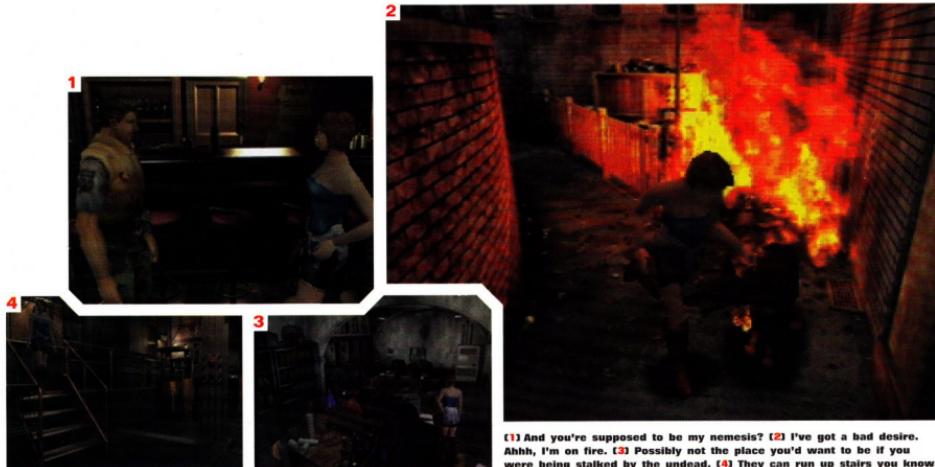
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(1) And you're supposed to be my nemesis? (2) I've got a bad desire. Ahhh, I'm on fire. (3) Possibly not the place you'd want to be if you were being stalked by the undead. (4) They can run up stairs you know.

RESIDENT EVIL 3: NEMESIS

There's a grave situation afoot in Racoon City. Again.

Style: Horror RPG

Publisher: Eidos

Developer: Capcom

Release date: December

For the second month running

Shinji Mikami drools over his lovely games, giving us the low down on his latest addition to the world of *Resident Evil*. He's a busy man at the moment, so take it away Mr Mikami...

Can you describe *Resi 3* in 100 words?

Impossible. For a start it's too

big to get all the details down. The depth of the game is such that we can't even begin to sum it up. On top of that, of course, is the fact I don't want to spoil any of the fun for the players. I think it's better that they wait until the game actually hits the shelves.

Is there anything in the game that's totally new?

Quite a few things actually... For example we've incorporated a lot more player flexibility. You'll reach certain points and the conditions you're in at that time, like if you're cornered or whatever, will enable you to do

certain things to avoid the danger. In this installment the zombies are a lot more agile. Whereas before you could dash up a flight of stairs to get out of their way, this time the creatures will follow you all the way up. We think this will make the game a lot more fast-moving. With this game we've also tried to make the playable characters that much more

new move whereby the player can spin round 180° at the drop of a hat. This is going to mean that you can attack a zombie, or conversely run away, that much more quickly.



episode's going to reach new heights of spine-chilling suspense?

A lot of the changes we're making in this game enhance the feeling that you're continually being hunted down. Or at least ensure you're always aware of an eerie sense that there are creatures prowling around in the dark, ready to viciously strike you down at any moment.

Planning to balance the gore with a bit of romance? Claire's a very desirable lady you know... Well... I couldn't possibly tell you that. Some things should be kept private.



PROFILE

Shinji Mikami

■ Company: Capcom

■ Job title: Producer

■ Game history: *Resident Evil* (he was the director) and *Resident Evil 2* (he was the producer).

■ Influences on this game: George Romero and our previous efforts in this genre.

■ Your favourite ever game: *The Legend of Zelda* on SNES.



(1) Hot town, summer in the city. (2) This'll come in handy.

Would we be right in thinking this

DEVELOPERS QUIZZED, BOFFINS QUESTIONED, EGGHEADS INTERROGATED... THE INSIDE DEAL ON THE GAMES YOU'LL BE BUYING IN SIX MONTHS TIME.

Are we going to get any leads as to what happened with the Jill and Chris stories? As it stands we're not going to follow what happens to Chris, the main character in this game is Jill. But it'll basically kick off from the tail end of *Resi 2*. Whether Chris turns up later is a different story...

Apparently the game's set 24hrs before and after *Resi 2*. Can you tell us how that's going to work?

If I tell you how the story's set up, playing the game won't be as interesting as it should be. Honestly, I'm not trying to stand on anyone's toes, it's just that I really don't want to spoil any of the enjoyment.

We've heard talk of a character that goes by the name of Carlos. Can you tell us any more? Sure, there's a mysterious character called Carlos worked into the plot. Part of the game involves finding out all about him and his past, so I'm not really going to say too much here. Suffice to say all is not what it seems...

Presumably there's another batch of zombies to take down, but can you tell us about any other monsters we'll be up against?

Zombies are the very essence of the *Resident Evil* series. Without them it wouldn't be the game it is, so yes, expect to see legions of the undead shuffling round the city. We've designed a huge number of new zombies for this game, and kitted them out in a variety of outfits so there'll be plenty to feast your eyes on.

Can you tell us how big this game is compared to the

previous installment? *Resident Evil 2* was targeted at the mass market, so called 'light users'. We'd like to make *Resident Evil 3* as enjoyable a game as possible to the core fans of the *Resident Evil* series.

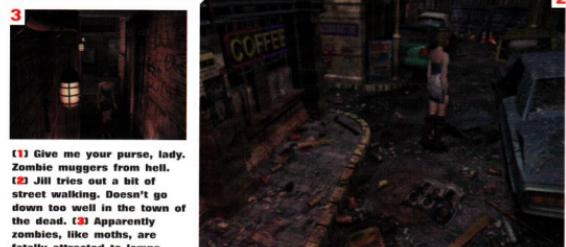
How versatile are these characters going to be? Can they run, jump, and climb around their environment?

With *Resi 3*, there's a whole set of new ways of avoiding contact with the monsters you encounter.

We've also thought about how you actually tackle the zombies. One example we're working on at the moment is a rolling attack which you'll be able to use to parry any enemy strikes. That's looking very cool indeed.

Are you going to revamp the inventory system?

We haven't really thought about that section at the



① Give me your purse, lady. Zombie muggers from hell.
② Jill tries out a bit of street walking. Doesn't go down too well in the town of the dead. ③ Apparently zombies, like moths, are fatally attracted to lamps.

moment. We'll probably have a look at it later on in the development though.

How are you making sure that the graphics remain top-notch?

Pretty much the same way everyone else does. We've put together one of the best teams of graphic designers in the industry. The quality of the work they're doing at the moment really is quite phenomenal.

Any plans for a new engine?

Now that's definitely something I can't comment on at this stage. The whole technical aspect of the game's out of bounds.

How are you handling the camera angles? Are you aiming for something more cinematic? In many ways, yes. Basically,



what you'll be seeing in *Resi 3* will be as close as possible to the style of camera work you see on the silver screen.

What have you got planned for the cut scenes, huge FMV sequences in Technicolour?

The FMVs in this game are really going to be something special. We are trying to concentrate on creating footage that impresses on the player the technical possibilities of FMV, as well as being extraordinarily cool and, of course, explaining the plot.

What aspect of the game are you most proud of?

Where do I start? OK, here's the top five best things about the game in no particular order...

1. You'll have complete freedom of movement throughout.
2. Some of the actions you'll be able to do are very cool.

3. You'll be able to branch off into multiple story lines so the replay value is kept high.

4. The FMVs are way COOL!

5. Zombies, zombies, zombies and more zombies.

Why should people choose *Resi 3* over the competition?

There are a lot of spooky games around at the moment. But we can't stress this highly enough, *Resi 3* isn't just about the chilling suspense and the mind-bending terror, although that's all there. It's very heavily focused on great gameplay. Which at the end of the day is what counts.

Tell us something top secret about *Resident Evil 3* that no-one else knows.

We're keeping it all under wraps until you get to see the game. [Ta for that - Ed]



(1) In the back of the net, like a cannon ball. (2) It's been a long, hard season... (3) Pick up kits. (4) Table football on the television. (5) Think you'll find it's a bit harder with a goal keeper. (6) Evidently playing avoid-the-ball.

FOOTBALL MANAGER

Every statto and his dog is going to want this. Probably.

Simon Prytherch

Company: Codemasters

Job title: Producer

Job description: As producer I have two main roles. I have to manage a team of 20 people and deliver a quality product on time. I also make the final design decisions and control the overall look and feel of the game. Only now, after 12 years experience in all areas of game development, do I feel qualified to do this job.

Gaming history: Graham Gooch World Class Cricket, Street Fighter 2, Brian Lara Cricket, Pete Sampras Tennis '97.

Influences on this game: The desire to see a decent football management game that actually works with a PlayStation joy pad.

Favorite games of all time: Colin McRae Rally, Wipeout 2097, ISS Pro 98.

substitutions. Done. To include a European transfer market with instant search, loaning and a youth squad. Done. Authentic stadiums for you to develop. Done. After-match TV show with results service, highlights and pundit's comments. Done. To provide an accurate and in-depth database and statistics. Done. To provide employees to assist you. Done. To enable you to nurture your team with the

right tactics and training. Done. To produce the best football management sim ever. Probably.

Any remarkable new gameplay elements in there that set Codemasters' Football Manager apart from other management titles around at the moment? The whole match can be viewed in 3D, so you can analyse your teams performance and make tactical changes and

substitutions at any time. There are a number of short-term challenges that give you the chance to manage a club and work towards a specific objective. These vary from five weeks to four seasons in length. You also have the chance to watch the cup draws as they happen. Believe me, this has all the tension of the real thing. You can even recruit a variety of employees and assign them

Can you describe Football Manager in 200 words?

When we originally designed this game we had a bunch of high ideals. To appeal to a typical PlayStation owner, not just your football fanatic. Done. To make it easy to use and accessible. Done. To create a real-match atmosphere in 3D and to enable players to make instant tactical changes and



(1) Referee Lastard readied himself for another barrage of abuse. (2) The great plate-glass football trophy.



tasks to help you. These include an assistant manager, commercial manager, coaches, physiotherapists and scouts.

Can you detail the depth of the game, number of teams, players and the like?

You can manage any one of the 92 clubs in the English professional leagues. It even contains data for the Vauxhall Conference clubs and other non-league clubs for the domestic cups. The game also involves 302 European clubs from 32 countries, 8000 players, 302 home, away and goalkeeper strips. There are over 300 unique, motion-captured moves, made up of over 37,000 individual frames of animation. And each club has its own authentic stadium.

What is it that drags people back for just one more try?

The realism. No other management game gives you the same sense of managing a real football club. The professional football managers who played the game said, "Football management is like juggling chaos. *Football Manager* recreates this and enables you to bring it under control."

What about the control method?

It's been quite cumbersome in other football management games. From the start this game was designed for the PlayStation. It uses the shoulder buttons to navigate between screens. The icons along the top of the screen indicate the major areas of the game. The icons along the bottom indicate the current screen. There is no mouse pointer to drag around. You skip from one selectable icon or list to another at the touch of a button. For the first time it's quicker and easier to use a PlayStation management game. And we've had to compromise the depth of gameplay.

Tell us about the tactical side of the gameplay. How flexible is it going to be?

You can select your basic formation and modify it, select defensive and attacking strategies and styles, give your players detailed instructions about shooting opportunities and select players for all your set pieces. All of this is reflected graphically on a blackboard with animated chalk diagrams. It reinforces to beginners and experts alike how their selected tactics will influence their team's performance.

Tell us about the match replays. How are they going to work?

After the match, as in reality, the manager (you) goes home and relaxes in front of the TV.

Football One, our in-game TV show, features in-depth reports from all the matches that day, including highlights of your own game. We achieve this by storing the paths of the players and ball in the seconds leading up to any major incident. This allows us to recreate the highlights. The wise manager will watch these closely to help pinpoint his team's strengths and weaknesses, as well as those of the opposition.

How have you made sure the stats are as up to date as possible?

Our team of researchers update our database on a daily basis. The League Managers Association also keep us informed of any transfers.

Can we measure the individuals performance during the game?

Each player has a number of attributes, which are illustrated with bars or suitable graphics. This makes it possible to make easy comparisons between players on a TV screen from normal viewing distances.

(1) Bask in the glory of a treble-winning season. If you're shrewd enough that is. (2) Someone has just booted the ball in the net. How exciting. (3) Post-match reflections from the TV pundits. Expect much inane rhetoric.

The player attributes include his age, position, playing side, current valuation, form, match rating, fitness, aggression, morale, goals scored and number of disciplinary points.

Have you included things like the Bosman ruling and EC employment law in the transfer dealings?

Yes. Any player 'out of contract' can be negotiated with directly, without having to pay his club any fee. You can search for

players who are out of contract or even assign your assistant manager to look for suitable players.

Tell us something top secret about Codemasters' *Football Manager* that no-one else knows?

The weather data in the game is real. We took weather readings every day for two years from every region and every major town across Britain and Europe. We're not joking either...



DJs

love drinking Vimto as long as they can remix it first

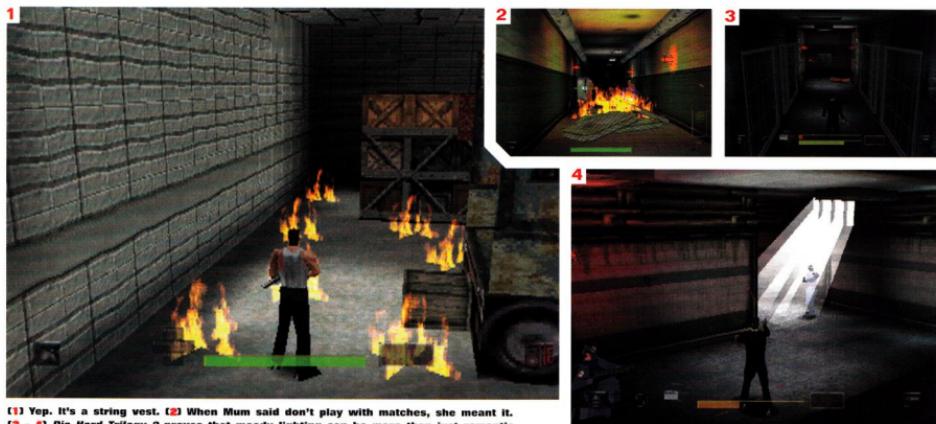
wicked! sample fade dub boom

D. J. DUB MASTER

by Purple Ronnie

Vimto as drunk by Purple Ronnie

www.Vimto.co.uk



1 Yep, it's a string vest. 2 When Mum said don't play with matches, she meant it. 3 - 4 Die Hard Trilogy 2 proves that moody lighting can be more than just romantic.



PRIME

Gary Sheinwald

■ Job Title: Senior producer

■ Job Description: Hmm... I oversee the production and development of a range of projects, including concept, design, scheduling, localising, and the tweaking and refining of the game before it's sent off for manufacturing.

■ Gaming History: *Emlyn Hughes International Soccer*, *World Class Cricket*, *Loopz*, *Spider-man 3*, *Alien 3*, *Terminator 2*, *Simpsons Cartoon Studio*, *Virtual Springfield*, *The X-Files* game and *Alien Resurrection*.

■ Influences on this game: The main aim is to thrash the competition, including the first *Die Hard* Trilogy. I suppose other competitors are *Syphon Filter*, *Time Crisis*, and *Auto Destroy*, but none have the variety or multiple-engines of *Die Hard*.

■ Your favourite ever game? Anything on the NSA Or Revs

DIE HARD TRILOGY 2

Move over Rab – the string vest prepares to take on a new image.

Style: Shoot 'em up

Publisher: Fox Interactive

Developer: N-Space

Release date: November

The second of the *Die Hard* Trilogy compares itself to the likes of *Syphon Filter* and *Time Crisis*. Gary Sheinwald explains why Fox Interactive are practically giving away three games for the price of just one – again.

For the uninitiated, tell us about *Die Hard Trilogy 2*.

Die Hard Trilogy 2 is, uncannily, the sequel to the best-selling *Die Hard Trilogy*. The first trilogy was three separate games on one PlayStation disc, each installment being based on one of the three *Die Hard* movies. The first game was a third-person action/adventure, the second a first-person shoot 'em up, and the third was a driving game. *Die Hard Trilogy 2*'s objective is to emulate the style

and main features of the first *DHT*, but to bring it up-to-date by using the latest technology. Since we've exhausted the movie plots, *DHT2* also has an all-new storyline, set in and around Las Vegas. This time we have integrated the games in what we call Movie Mode, so the player moves from game to game as the story advances. For those who only liked playing the shoot 'em up, or the driving game, we have an Arcade Mode.

Do you feel the public's desire to run around shooting Coke machines in a vest is strong enough to support this sequel?

No. The public bought millions of copies of the first *DHT*, and I think the compelling new game design is a strong enough reason to support this sequel. And anyway, this time John McClane wears different clothing, including a tuxedo, a bio-suit, and, yes, a string vest.

How does *Die Hard 2* compare to its predecessor and the rest of the competition?

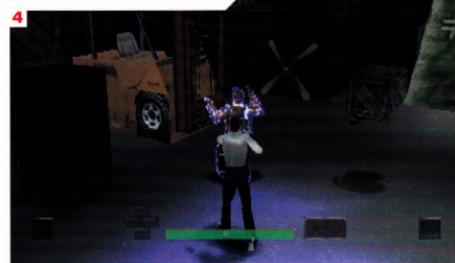
The prime directive for *DHT2* was that everything about the game had to be better than *Die Hard Trilogy*. *DHT2* is a fourth-generation PlayStation title – the game engine is state-of-the-art, with all the expected bells and whistles. We have hi-res models for everything, much bigger levels, lots of speech, many more animations and we support all the latest peripherals. We also have a



1 You have him in your sites. 2 Sparks begin to fly.



① Bang. ② Look, just tell me how to get to the diving school and I'll be on my way. ③ Semtex and detonators are always a slightly risky combination. ④ One blue rinse too many.



more structured game, with proper end-of-level bosses (the first *DHT* just had regular enemies) and cool enemy AI. For instance, all the enemies patrol paths in the levels, looking around them to see if they see McClane. They'll also listen as well, so if you're on the other side of a wall and make a noise, they'll come in to investigate. There is much more of a stealth element than in the first game. Even the driving game has chase sections, as well as the traditional get-to-the-bomb missions. It's tricky to compare it to the competition, since the only competition out there is *Die Hard Trilogy*. No other game has so much in it – it's essentially three top-notch PlayStation games, and nobody else provides that. The nearest competition is *Syphon Filter* for the third-person engine, *Time Crisis* for the first-person engine, and maybe *Auto Destroy* or some of *Need For Speed 3* for the driving engine. But none are really in direct competition.

Just how violent is this game? What kind of baddies is the player up against?

That depends how you define violence. This is definitely an 18-rated game, just like the first *Die Hard Trilogy*. However, I don't think that violence is the key to either of the *Die Hard* games. You're supposed to take out the bad guys and get penalised for hurting innocent bystanders.

The baddies in this game are a bunch of good-for-nothing terrorists, hell-bent on evil and destruction, and only John McClane can stop them. We have strong characters this time, with lots of dialogue.

What kind of weaponry can we look forward to?

All the weapons in the game are real-world weapons. You have a default Beretta pistol, and can pick up a whole range of weapons including a shotgun, jackhammer, taser gun and a really cool flame-thrower. You can also collect and use three kinds of hand grenade. You also have some direct-contact combat. The flame-thrower is the coolest (erm, hottest) weapon because you can set the bad-guys on fire and they run around on fire. Burn baby, burn.

Briefly describe the scenarios that the player will have to battle through

I don't want to go into too much detail as it will give the plot away. The game starts out in a newly-privatised Nevada prison. McClane has been invited there by Kenny Sinclair, an old friend, who has been appointed governor. It's one of those black-tie prison inauguration parties. Terrorists take over the prison and a riot ensues. McClane basically has to get out alive, and chase after the escaping enemies through the desert canyons. He then enters into a shoot-out in the desert. Other sections include driving around the streets of Vegas and the Hoover Dam, and battles inside a casino, and a secret military base.

What sort of activity are we looking at on the peripheral front?

You name it, we support it (almost). Dual Shock with vibration, PlayStation Mouse, steering wheels, nGcon, regular light guns and also G-Con 45 compatible guns (recommended – the accuracy is better).

Two-Player Mode? Split-screen? Link-up?
Nope. *Die Hard* is all about a loner, a reluctant hero, John McClane.

What's the best bit?

I particularly like the way that, in the third-person engine, McClane is very stealthy – he gets up close to walls, with his gun down to one side, and peeks around corners, trying to avoid drawing the attention of the enemy. It really reminds me of the way that Bruce Willis portrayed the character in the first *Die Hard* movie.

And which bit are you most proud of, technically speaking?
Something subtle really – the way that the light streams in through the bars on the windows of the prison.

What games have the *Die Hard* team worked on before?
N-Space developed *Duke Nukem: Time To Kill*, and the forthcoming *Danger Girl*.

Tell us a secret you've never told anyone.
I can't. I'd never be allowed to do this kind of thing again...

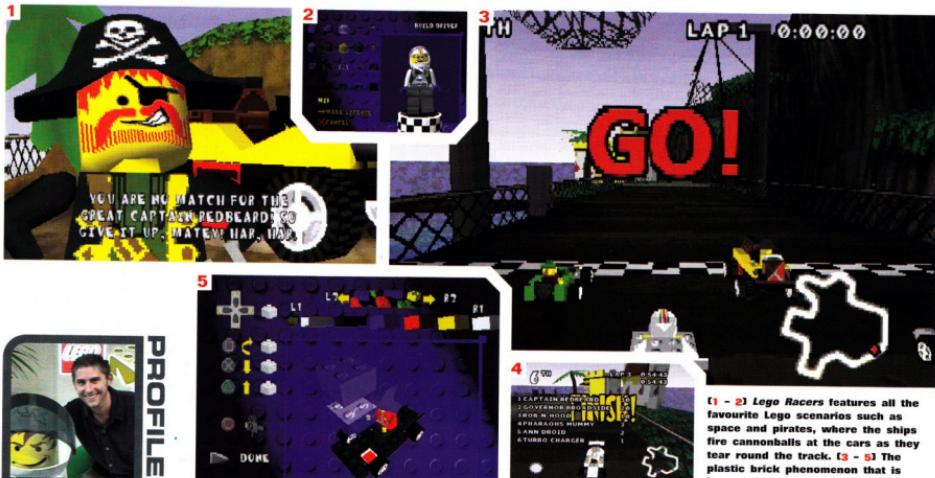
GIRLBANDS

can't drink Vimto cos it muddles up their dance routines

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PRIMAL

Tomas Gillo

Job title: Senior producer

Job description: Currently I am overseeing three LEGO Media developments, one in the UK and two in the US. I am also responsible for overseeing new concept development (particularly games) and liaising with potential developers.

Career history: I started out as a senior interactive designer at a company in Brighton. I was lucky enough to get a break working on an adventure title called *Drawn God*. I then moved on to produce a number of multimedia titles before working as a lead designer on *Endgame*. Soon after that, I moved to LEGO Media as a producer.

Influences on this game: I love racing games. I spent a lot of time playing coin-ops, so I guess old games like *Out Run* and *Pole Position* feature somewhere. I also played a lot of *GT*, *Wipeout* and *V-Rally*. I can't ignore *Diddy Kong Racing* and *Mario Kart* either.

Favorite game: I would have to say that the whole first-person shooter type game features highly. But if I had to choose just one game, I guess it would have to be *CSC*. I have some great memories of spending many nights playing against friends on a network...

LEGO RACERS

Primary-coloured bricks with knobs on take to the race track.

Style: Racer

Publisher: LEGO Media Int'l

Developer: LEGO Media Int'l

Release date: TBA

Whether your childhood memories are of hanging around the local telephone box or doing wheelies on your BMX, Tomas Gillo tells us how LEGO can help recapture those lost years...

For the uninitiated, tell us all about *Lego Racers*?

For the first time, car fanatics from the age of six upwards can race their own custom-designed LEGO cars and mini-figures against famous LEGO characters – including Rocket Racer, the all-time LEGO racing world champion. *Lego Racers* is a real-time racing game with thrilling multiple-view perspectives. After creating a driver and car in the

Lego garage, or selecting an existing design, children (and adults) take up their position on the racing grid. The players then 'push pedal to metal' and race against up to five challengers around a choice of 12 tracks, based on four of the most popular themes – Pirates, Castles, Space and Adventures.

You generally cater for the younger market. How are you planning to broaden the appeal of this game?

It's true that LEGO products are traditionally for children aged between two and 16, but we believe that *Lego Racers* has the depth of gameplay necessary to appeal to big kids too. The late '90s have seen a huge revival in all things retro, with everyone trying frantically to regain their childhood. You only

have to look at the hairstyles. As part of this, we're increasingly seeing LEGO bricks making their way into the hands of so-called grown-ups. Let's face it, LEGO was cool. LEGO is cool. LEGO will remain cool. If racing around cool tracks, with a fixed grin on your face, in a car you built yourself, while shouting at your mate to get out of the way, is childish then so be it.

How do you think *Lego Racers* compares to the competition?

Technically, *Lego Racers* meets or exceeds the build quality and testing of any other racing game on the market. We build our LEGO world out of polygons for a



great visual effect and use AI to direct where the competitors' cars drive. *Lego Racers* is great fun. It's not a sensible simulation of real driving – it's pure fantasy. If you liked Lego bricks as a child then you'll love *Lego Racers*, whether or not you're usually a fan of racing games.

In the game you are able to build your own car, any chance of running out of owners and twos?

Ahnh... You mean one-stud and two-stud bricks? (Yes, the Lego Group has its own language for describing bricks too).

There's no chance of running out. We have set a volume limit though, so no 500-stud or 2000-stud Lego cars. Sorry.

Any big smashes? Is your driver likely to lose his head? Literally.

The Lego system of play is based on imagination, creativity and development. While it is true that the vehicles in *Lego Racers* can be upgraded with power-ups that shoot projectiles at other vehicles, the effect of those weapons is handled in a very humorous and abstract fashion. A vehicle zapped with lightning will bounce off the track, while those struck with a cannonball will spin round frantically before they resume racing. The only way a

driver will lose their head is if you decide to swap it in the edit screens.

Lego products seem to stand the test of time, do you think your games will too? *Lego Racers* features four themes, 12 tracks (that reverse later in the game), 14 characters and practically an infinite number of driver and car design combinations. All the tracks themselves have been designed with short cuts and interactive elements like pirate ships that fire cannons at the players.

Any remarkable new gameplay elements?
We think that *Lego Racers* is the most customisable racing game on the market today. You can build your driver and car from Lego bricks and the design you choose affects the way the car performs.

Two-Player Mode? Split-screen?
Yes and yes. We provide a super Two-Player Mode for taking on your mate on any one of the tracks.

Are the players able to recreate their own vehicles and drives with Lego kits?
We haven't invented any bricks, so players with an extensive Lego collection should be able to recreate their own cars to play with when away from their PlayStation.

What's the best bit of the game?
Beating the Rocket Racer at the end.

And which bit are you most proud of, technically speaking?
Maintaining the Lego look and feel was obviously a key priority. We settled on a



1 The backgrounds complement the weirdest cars your imagination can produce.



2 "I'm the king of the castle get down you dirty... Um, racer?"

backdrop that most suited the Lego cars, mixing physical Lego bricks with the imaginary universe that kids create around their play materials. Also, the game has been designed to cope with all the millions of possible designs players can come up with (with cars featuring thousands of polygons), while ensuring a fabulous frame rate.

Tell us a secret that you've never told anyone before.

As a student I had a job cleaning toilets at Gatwick Airport.



1 - 2) Build your very own fantasy racing car and then watch as the angular creation comes alive on screen as you outstrip the AI-controlled competition.

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40 WINKS

Duck deep under the duvet, *40 Winks* is a-comin'...



1 Exploding with magical power. 2 Ruff cracked a gag. Tumble wee'd. Ha. 3 - 6 Lovingly-constructed visuals abound throughout the game. 6 - 7) A night light's essential to keep the bogeyman away.



Style: 3D adventure
Publisher: GT Interactive
Developer: Eurocom
Release date: October

Following our first peek at the cutest lil' adventure game to hit the PlayStation, we catch up with the boffins from GT Interactive to find out how work's going, Mr Johnson, spill your magic beans...

How's *40 Winks* getting on now then? What's new?

Things are getting better all the time. We're putting new enemy AI in to make the characters stand out more, finishing off the puzzles throughout the game and we're considering giving one of the characters a big club so they can hit things harder. Environmental effects and nice graphical touches - like a beautiful horizon in the Pirate's Shipwreck City - are cool new additions too.

Gaming history: All sorts of games, old and new. *Prince of Persia*, *Space Hulk*, *Populus I & II*, *Addiction Pinball* and a couple of cool *Fl* games.

Influences on this game: The best games out there, from *Crash* through to *Spyro*.

avourite ever game: I should pick on something like *Robotron*, *Star Wars* or *Phoenix*, but I'm a bit of a *Tekken* head really...

Profile



Chris Johnson

Job title: Producer

Company: GT Interactive

Job description: Making sure our games are top notch, and fun to play. Spending hours with design guru, arts types and programming geniuses discussing exactly what happens when you hit those buttons. Wading through a mass of ideas and picking out the diamonds so we can include them in our current epic. Last but not least, making sure the games are finished and released on time.

Gaming history: All sorts of games, old and new. *Prince of Persia*, *Space Hulk*, *Populus I & II*, *Addiction Pinball* and a couple of cool *Fl* games.

Influences on this game: The best games out there, from *Crash* through to *Spyro*.

avourite ever game: I should pick on something like *Robotron*, *Star Wars* or *Phoenix*, but I'm a bit of a *Tekken* head really...



How flexible are Ruff and Tumble? What kind of special moves can we expect? As you work through the game and discover different costumes you'll learn loads of attacks and unique skills that'll help you progress. There's one character who can spin around for ages knocking down everything in the way, while another can bounce enemies off the screen.

How are the girl's and boy's areas delineated? Gender discrimination is most un-PC you know... Neither is weaker or stronger, they may have different weapons though. For example as a ninja, Tumble has a staff called a Bo, whereas Ruff has a

pair of swords. I've fought with a Bo, and you'd be surprised how much mayhem you can cause. There are going to be some areas that only Ruff or Tumble will be able to open up, so to complete the game you'll have to learn to play as them both.

Can you tell us any more about the costume/character changes. You jump into a new costume and pile around collecting time extensions, which enable you to keep it. The costumes give you a totally new set of skills which you'll need to conquer the game.

Have you started putting in any new enemies yet?

There's a load of new henchmen in the castle area. These guys are really scary, the kind who would love to pop you in a racking and stretch you as far as you can go. We've also varied the enemies in there a bit. You know, different hair styles and that kind of thing...

Is it true that you still need a light on when you hit the sack? I never turn the lights out anymore. There's too much weird stuff going on.



1) Change clothes often. A bit like Mr Benn. 2) Narcissus gazed long into the pond...



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level 9
if you're lucky.

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ANALYSIS

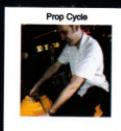
NAMCO STATION





QUIDS IN

THE FETID IMAGE OF ARCADES PAST IS REDUNDANT. ALL HAIL A NEW ERA IN DAY-GLO, CYBERTAINMENT AS STEPHEN PIERCE GOES CHANGE CHUCKING DOWN AT NAMCO STATION...



T racing the Thames offers a pleasing walk. Sauntering couples, hobbling old people, stone-lobbing kids, avian twitter and the cooling caress of the May breeze. Unhurried mellowness incarnate. Stray from the undulating H2O, however, and this tranquillity risks compromise. Particularly if you are in sight of Westminster Bridge. Stroll by the National Film Theatre, potter past the London Aquarium, then hang a left.

"OOOFF, OOOFF, OOOFF, WAHH, WAHH!!" Nouveau-electro-power-pop ploughs down your auditory canal. What appear to be a thousand lightsabres stapled to the roof, blink enthusiastically. A confusion of screens, vast and small alike, portray garish, buoyant fantasies. Persons of every hue, gender, age and persuasion infest this ruckus, vying for their opportunity. Their chance. Their position on the oche. While, above all this, a miscellany of voices bid with fervid determination for your attention. Calls whose origin is not human. A corrupted tone. A perverted resonance. The cry of the computer.

This is Namco Station, 35,000 square feet of virtual pleasure. Over 200 videogames. Techno bowling. Pool. Bumper cars. Temple of the ephemeral, a little slice of Blackpool in central London – and perhaps even more. For the delight ensconced within this Gigerish Leviathan could offer a glimpse of PlayStation future. The chance to mull over, assess and appraise those Namco games whose ultimate destination, like *Tekken* and *Ridge* before them, might be the PlayStation – or, whisper it, PlayStation 2? *PSM* was obliged to investigate.

Reporters for the assignment – Stephen Pierce (*PSM* deputy editor), specialisations: lightgunning and bourbon, and Dan Mayers (*PSM* staff writer), specialisations: driving games and being tall. The occasion warranted warfare. Male vs male. Gauntlets thrown about like confetti, faces slapped and hairstyles mocked. It was time. ▶

TEKKEN TAG TOURNAMENT

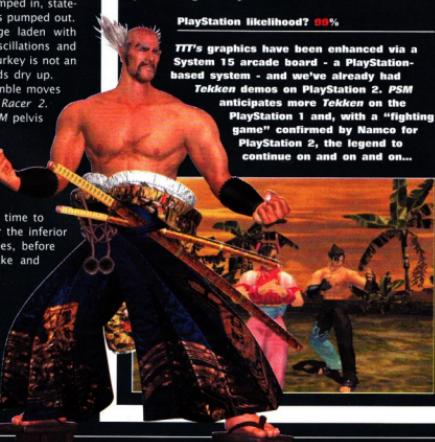
The lowdown



The version PSM played was only 50% complete, and was in fact being flown back to Japan the following day for another shovel full of electronic parts. TTT currently looks very much like *Tekken 3*. Indeed it has been referred to for some time as *Tekken 3.5*. It does feature 20 characters, made up of *Tekken 2* and *3* characters. PSM spotted Ganyu and Baek from *Tekken 2*, alongside such *Tekken 3* stalwarts as Lei, Nina and Yoshimitsu. On the couple of characters at the start, then fighting game as usual. When your current bludger is looking weary, hit switch (an extra fifth button) to bring your other selection into play. The exchange is immediate - one dashes off, one dashes on - and improbable enough to raise a smile. This means you can manufacture unlimited combos by switching character mid-combo. Even in mid-air, one can change characters to complete the pummelling. Barmy!

PlayStation likelihood? 90%

TTT's graphics have been enhanced via a System 15 arcade board - a PlayStation-based system - and we've already had *Tekken* demos on PlayStation 2. *PSM* anticipates more *Tekken* on the PlayStation 1 and, with a "fighting game" confirmed by Namco for PlayStation 2, the legend to continue on and on and on...



A FISTFUL OF TOKENS

Claudia, a Namco Station supervisor, keyed the first choice - *Tekken Tag Tournament* - and booted up a rumpus of gratis credits. As the title alludes, it's *Tekken*, with a tag-team element. And it's likely to form, at least part of, the PlayStation's next *Tekken* release. Pierce-San starts well. His relentless technique of employing only obvious characters and merely orchestrating the simplest moves proves effective. While Dan's controversial pairing of Nina and Gunjack is ineffectual against Law's flapping limbs. However, due to a combination of fresh signings - Lei and Law - to the Mayers' squad, aching wrists and Pierce's predictably clumsy lunges, the tide of battle soon turns. Dan steals victory 3/2. Pierce is inconsolable.

The inherent irony of the place is glaringly apparent. While money is converted into fun, it is the smaller denominations which carry value. Notes carry no favour within the digital church. And as a consequence the swathes of personages are easy to categorise. The nonchalant, uncommitted patron is light on their feet. Placed by a brief eyefull of someone else's polygonal palaver, personal investment is not a real option, so it's off to peer over another shoulder. Pockets heavy with change, the more sincere attendee is a more slothful specimen. Steadfastly glued to selected machines, currency is pumped in, state-of-the-art entertainment is pumped out. It's a hit. A mind syringe laden with furious colour, violent oscillations and aggressive sonics. Cold turkey is not an option. Not until the quids dry up.

The dude-on-dude rumble moves to the slopes of *Alpine Racer 2*. Jointly undulating the PSM pelvis on plastic skis, the Pierce/Mayers duo draw glances of admiration (or is it sorrow?) from an assortment of passers by. One victory each and it's time to move on. You are by far the inferior slopeman, Pierce mumbles, before disappearing for milkshake and Marlboros.

HIGH BUFFON

The modern video arcade has an unnerving ability to make the mature look juvenile. Your average arcade gamer is no longer the grotesque, angry-skinned youth,

lost in a mist of aftershave, hair a martyr to enthusiastic use of hair gel. These days dallying for position around the banks of screens, you are as likely to find the archetypal 'Calvin Clean' (upstanding, chinmed and moneyed) wallowing with his young family, as you are adolescent, blemish-faced miscreants. The arcade recognises not, the sartorial, the generational, or the prosperous. For no man or woman, be they 19 or 90, be they Saville Row or saveloy, can pick up a vibrating, pink, plastic rifle and off pixelated gangsters with any kind of vigour without appearing an ignoramus. Yet, for a while, all are reduced to the level of the laughable, the foolish and the childlike. And pray, what the hell is wrong with that?

"This is preposterous" Mayers moans as Pierce is once more proclaimed winner on *Point Blank 2*. The premise remains the same second time round. A pair of roundtut professors, G-Cons and a hotch-potch of shoot-this, blast-that. Pierce is clearly the Rigs, while Mayers is the Muttatha of the situation.

CPSO World Championship, a motorbike racing sim, unfortunately has the *PSM* team confounded. Splayed atop life-sized motorised cycles, full body movement teamed with deft brakework is required to navigate oneself round the track. The journeys, more used to the physical demands of drinking coffee, fare badly. Mayers finishes in a magnificent 17th, while Pierce, the last man on the track, grants disapproval, before unsaddling and repairing for tobacco – his bike left purring in the rough.

The arcane pleasures of the fairground seem a world away from this futuristic pleasure-ride. Yet poking about and ye shall find remnants of entertainments past. *Camel Prize Racer*, *Key Catcher*, *Drill-O-Matic*, all fancies activated by bronze, to win more bronze – truly the Byrite of entertainment. Distractions harking back to the days when trying to lob a too narrow ring over a too wide cylinder to win a cuddly asbestos novelty was the stuff of dreams. While *Namco Station* offers these pleasures, *PSM* observed very few takers. Well, none.

THE GOOD, THE BAD AND THE UNFIT

Back on the grudge-match trail it's a comedy interlude as the duelling duo take to the skies in *Prop Cycle*. Peddle the exercise-bike-style controller furiously, while steering your on-screen ▶

TIME CRISIS 2

The lowdown



An aggressive, ultra-violent mission of destruction. Quite simply, a pound investment in this is sufficient to metamorphise the most innocent into a blood-thirsty, leaping, gun-toting caboon of bullets. Once more it's first-person pottery of the most fatal kind as you make like a one (or two) man army through varying scenarios – this time incorporating speed-boat madness and an alley populated by scampering bosses and bouncing barrels.

PlayStation likelihood? 90%

While there are currently no PlayStation *Time Crisis 2* murmurings, only a fool would write off the possibility of this sequel appearing. PlayStation 1 or 2 appears to be the only question remaining. Our guess? *Time Crisis 2* is such a beauty that only PlayStation 2 could do it justice. Justice. Cops. DO YOU SEE?

POINT BLANK 2

The lowdown



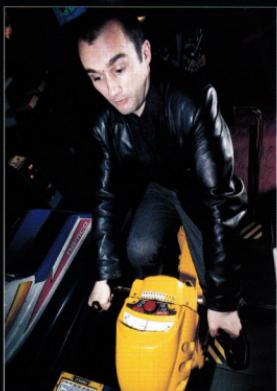
More safari-suited, boffin protecting via the medium of a G-Con 45 and a steady arm. Some of the popular, but basic, target-shooting exercises remain, while the inclusion of sheep shearing trials and bouncing professors holding targets above their vulnerable bottoms is a welcome and healthy newness. There are still the one bullet/one target aggravations and the tedious balance between actual play and the in-between bits lecturing you on the next task. But it's ultimately extremely diverting.

PlayStation likelihood? 100%

Check out the PrePlay in next month's *PSM*. Street date? August 1999.

PROP CYCLE

The lowdown



The main appeal of this insane pedalling/flying/collecting scrimmage is the method of control. Perched upon a bright yellow exercise bike, it's your job to navigate the on-screen buffoon. He too, is astride a cycle, but with the inclusion of gas bags and dragon wings. This, one is supposed to believe, keeps his chariot afloat. So peddle like billy-o, twist those handbars and endeavour to collect balloons for no other reason than they are there. Entertaining to watch, quite fun to play too, once. For *Prop Cycle* is an exercise regime in itself. Smokers (or the fat) should steer well clear.

PlayStation likelihood? 25%

A game built around such a preposterous control device rather negates the home market. Plugging an exercise bike into your PlayStation and pumping passionately post pub would be unlikely to catch on.



ANALYSIS

NAMCO STATION



► fella into the path of balloons, Mayers' outstretched limbs become a heated confusion. His great knees keep striking the handlebars. By contrast Pierce's little extremities pump effectively, his sky-cycle remains aloft long enough to share all the level's balloons. Victory in the bag, he slides off the bike and adopts a wheezing embryo posture. 'Call an ambulance', he simmers, 'I think I've ruptured myself.'

On to the serious business of *Tokyo Wars*. It's tanks on tanks on tanks. Basically, you've got a tank, your mates got a tank and you've got both a team of other tanks. Simply belt about the city shooting the other guy's tanks. That's it. Mayers seems naturally adept at this. Skidding about, appearing out of nowhere and popping innumerable caps in Pierce's steel ass. It soon becomes apparent that even with significantly more tanks than the game would allow him, Pierce is hopelessly outclassed. It's not that you're better than me... I'm just tired', he protests, to no-one in particular.

Time Crisis 2 heralds the conclusion of the duo-tournament. Mayers and Pierce are working together for the first time, but all is not well. Mayers flips, spins and generally prostrates himself in a clichéd *Pulp Fiction* style. Pierce, conversely, is clearly fatigued. Holding his piece like its a dead mammal, his enthusiasm is frayed, his interest waning and his accuracy is shot.

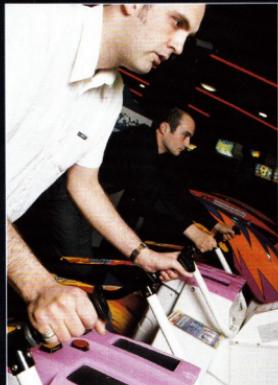
After numerous continues, Pierce sheathes his steel and wanders from the artificial light into the sun's lambent swelter. While the digital flesh checks out when the coins dry up, flesh in the real realm continues. Pierce seems glad of this. Mayers is left celebrating his win alone. One man among a thousand.

The exchanges that take place in the arcade are glorious, yet transient. Dazzling but impermanent. Records of yesterday's conqueror are lost. Erased, with the flick of a power switch. And it is down to the human, to carry the message. The arcade will repute, charm and delight, yet your importance is measured by the amount of change in your pocket. When that's gone, so is the arcade's hospitality. Continue?



ALPINE RACER 2

The lowdown



Oh the hilarity. Balanced upon a moving ski-board, holding the static sticks tightly, shimmying one's rectal areas to pilot the on-screen slip slider to victory. It looks fantastic, splitting ice shards and all. And while the choice of male or female skier is limited, and the three tracks hardly constitute longevity, in the arcade environment it is something to behold. It's pacy and informative, with just the right amount of catch-up potential to render even the most catastrophic error null and void in the grand scheme of things. You'll look a right 'part', but that's most of the fun.

PlayStation likelihood? 68%

Previous skiing titles on the PlayStation have been on a bit of a downhill slope - but in a bad way. With Namco's past track record for PlayStation, a conversion of *Alpine Racer 2* could amend this state of affairs.



TOKYO WARS

The lowdown



Up to four can experience this armoured altercation at any one time. Teams of grown-up Big Tracks growl around built-up areas laying waste to the other teams and, by default, most of the city too. The tanks handle well and the simplistic gameplay - kill tank, get more health from wreckage - works effectively. Get cornered, for example, and you had bettered be ready to have a large consignment of metallic pain administered to your flanks and rear end. Oh and don't be surprised if you combust into glowing shards of hot agony either.

PlayStation likelihood? 56%

It could happen. Or at least something rather like it. The current PlayStation would have difficulty pushing all those tanks around at once, but it would pose few problems for the high specs currently being threaded into PlayStation 2. It is *Namco* after all...



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Gillette
SERIES

A SNEAK PEEK AT THE GAMES ALMOST READY FOR THE SHELVES. IS IT LOOKING GOOD OR IS IT LOOKING TERRIBLE? PSM GIVES YOU THE LOWDOWN.

CARMAGEDDON

Prepare to have your TV screen soaked with buckets of rhesus negative, or whatever zombies use for blood. Karma police? Arrest that man!

You'd be hard pushed to find anyone with a passing interest in videogames who isn't clued up on the controversy surrounding *Carmageddon*. A few years ago it stirred moral outrage among *Daily Mail* readers across the country. People were regaled with tall tales of true-to-life car crashes, gore-fuelled animation and riot-inducing violence. Now, the most infamous personality in the videogame world is about to hit the

YOU RACE THE CAR
ROUND 30-ODD TRACKS
IN A BID TO BECOME THE
MASTER ANNIHILATOR...

PlayStation. Stand up and be counted Mr Max Damage, lead character and all-round ugly mug...

Exactly what is there to look forward to? For starters we've got oodles of bloodthirsty characters modelled perversely on the team who created the game - 25 in all. Each one of the lunatic joy riders has an individual motor and can affect your chances of success. Pick Max Damage's shiny red Eagle, possibly the easiest car to handle at this stage of development, and you'll soon be able to whip round the races and pull off stunts. But it's when you move on to the

heavier, dare we say more sluggish, cars that the difficulty level really shoots up.

While it's being billed as a racing game, it's not really. Not in the traditional sense anyway. Yes, you have to race the car round 30-odd tracks in a bid to become the master annihilator, but during the course of the race you also have to bowl over as many zombies as possible. These doleful creatures shuffle along like extras in a George Romero film, before exploding as they make contact with your bumper. Makes a hell of a mess. But it's not all fun and games with



① Destructive derby on the horizon. A Mini can't handle the pressure, surely?
② Big Foot's alive and well and ready to race. ③ Stunt mobile, ahoy. ④ Don't get on the wrong side of the law round here.

■ PUBLISHER:

SCI

■ ORIGIN:

■ DEVELOPER:

In-house

■ STYLE:

Zombie driving game

■ RELEASE DATE:

September

■ PLAYERS:

One to two



KIND OF LIKE THE BORG FROM STAR TREK MEETS STEPHEN KING'S CHRISTINE. NOT NICE...

in the more your car gets battered. But hitting a button repairs your motor instantaneously (at the cost of a few quid), and you can watch it inflating before your very eyes.

The game modes are flexible enough, with Death Match Mode (obviously) as well as Tag Mode and standard Racing among others. All of these are played over the various courses. A Two-Player Mode is included so you can rope in some of your more bloodthirsty pals, stick a bit of Cannibal Corpse on and leather some zombies.

Of the problems we've identified, first and foremost is the graphics – the pop-up really needs to be cut right down. It's kind of hard to drive round at 100mph if a solid wall suddenly appears right in front of you. Also the dull handling doesn't allow the quick-sharp manoeuvrability that the gameplay demands. But these things have been taken into consideration and a team of programmers are frantically tugging at their beards in an effort to optimise the code. When it finally hits the shelves expect the usual controversy and more than a few gallons of blood.

Dan Mayers

PSM OPINION

⊕ POINTS

- Varied tracks and characters.
- Missions allow a break from foot-to-floor racing.
- Lots of driving modes to keep up the longevity.

⊖ POINTS

- Graphics need a fair bit of work.
- Pop-ups looking nasty.
- Handling of the cars is too rigid to get the most from the machines.

⊖ ADVANCE WARNING

While its reputation precedes it, *Carocalypse* is in need of some close attention to detail to smooth out the graphics and improve the handling before it's unleashed on the public. A pleasant (or unpleasant, depending on your point of view) change from the normal racing sim.



1 Yes, that's blood. Most unsavoury. 2) Fowler psyches himself up for a penalty. 3) Slides round the snow and ice, causing more mayhem than a Moscow rush hour. 4) Keith Flint auditions for *The Italian Job*. 5) Beware the caravan of love.

the undead. You're also out to savage amusing bovine types, who explode like a Goodyear blimp if you hit them hard enough.

The objective is simple enough. Complete all the tracks, as well as half a dozen missions that entail taking out all the zombies in a level within an allotted time, or destroying all the other cars in the arena – which is often exceptionally hard. Interestingly, the AI has been carefully structured to respond to the level of aggression you throw into the game. You can quite easily whip round the tracks avoiding everything and not getting into much bother. But start barging into

your competitors and they'll turn on you en masse. Kind of like the Borg from *Star Trek* meets Stephen King's *Christine*. Not nice...

The handling at this stage is a little stiff and you can expect much pumping of the handbrake to negotiate the turns correctly. Correctly in this instance means carving a U-turn that takes out at least half a dozen zombies, for which you'll receive a bundle of crisp \$20 notes to keep your machine in tip-top working order. The more smashes you get involved



PREPLAY



If you found *Se7en* somewhat gross, or thought *The Shining* was a tad disturbing, now's the time to make yourself a nice cup of tea...



Mature content. Usually it can be taken to mean rivers of gore, gratuitous mutilation and devil

worship – thank badness *Shadowman* doesn't disappoint on any of these counts. We're talking rivers of gore you can swim in, a hero with a mask (rather than just a few pins) embedded in his chest and the worst bunch of Satan-loving serial killers since Hannibal Lecter had his last cell warming.

If you saw our Analysis in *PSM47* then you'll know that the Shadowman is Mike Leroi, English student turned voodoo warrior. His task is to track down five murderous souls, escapees from

the dreaded Asylum. To achieve this he flits between the world of the living and the domain of the dead, picking up clues from FBI files and unearthing voodoo texts – while blasting away using a totally impractical sideways grip on his Magnum Desert Eagle. Like *Silent Hill* this is an action/adventure that puts a premium on atmosphere but isn't scared to dish out the blood and intestines where appropriate. As the game progresses Leroi acquires more magical powers, letting him rock enemies with a hail of fireballs or take them apart with voodoo weaponry manufactured from dead men's bones.

The early levels *PSM* played were possessed with an atmosphere most sinister. In the

Louisiana swamps you'll be wading knee deep through boggy creeks, fingernails clawing earth as you try to get some purchase on the mossy banks. Even when you clamber up to dryer ground danger beckons, as log walkways collapse and rotwheeler pounce while you run

(1) We all know that serial killers hide in sheds, so have a good poke about. (2) The Marrow Gates. Made out of ribs. Lovely. (3) Free this tortured soul... Oh, just shoot it. (4) A river of blood.

WE'RE TALKING RIVERS OF GORE AND THE WORST BUNCH OF SATAN-LOVING SERIAL KILLERS EVER...

about peeking in deserted sheds. Leave the world of the living behind, however, and things get much worse. Explore Deadside Marrow Gates and you'll be obliged to blast the heads off zombies



■ PUBLISHER:

■ ACCLAIM:

US

■ DEVELOPER:

■ ORIGIN:

Iguana 3D action/adventure

■ RELEASE DATE:

September

■ PLAYERS:

One



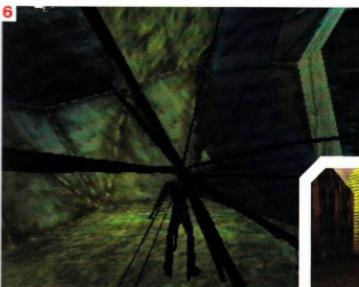
1) Gaze upon the scenery of Deadside. What a dump...

before meeting up with your top hat-wearing snake-bodied mate, Jaunty (look for the gate made out of ribs). In the Deadside Wasteland death gets no prettier – swim in lakes of blood, jump from platform to platform, mash giant leeches as they attempt to attach themselves

IT'S A POTENT MIX OF THE EVERYDAY AND THE BIZARRE AS THE LIVESIDE AND DEADSIDE COLLIDE.

to your nethers. Unpleasant? Yes, but very entertaining.

What could set *Shadowman* apart from recent Satanic-odysseys *Akuji* and *Soul Reaver*, is the way that the comic-strip-inspired storyline encroaches on the action. After a pitched battle, dialogue screens will pop-up as you



6) Action in the caves. 7) Younger readers look away now – lots of gore. 8) Platforms in a lake of blood. 9) This dog is not friendly. It needs putting down. 10) Clambering hand-over-hand down this rope. 11) That's one Dark Soul freed. Only 119 more to go... 12) Funky inventory. 13) Get an overview with Triangle.

SHAMAN HAVEN

Unlike a lot of 3D adventures, where the plot begins and ends with the rendered intro, each level in *Shadowman* kicks off with a sequence of story screens. During the course of the game you'll tongue wag with various voodoo types.



2) Voodoo in ten easy lessons: Just talk about rocks, blood and chickens to strange snake-like characters in black hats loitering in front of bizarre bone structures.



3) The light may be used to scare the voodoo snake-like characters.



4) The light may be used to scare the voodoo snake-like characters.

converse with the monstrous characters, giving it an RPG feel. You'll need to search previously collected files for clues in your mission to root-out all 120 Dark Souls – a task that will take up some 70 hours of gameplay.

Although there's still a lot of work needed to bring the visuals up to *Soul Reaver*'s high standards, *Shadowman* is already looking a potent mix of the everyday and the bizarre as the realms of Liveside and Deadside collide. Yet another example of uncompromisingly adult gaming. How pleasing.

Pete Wilton



PSM OPINION

⊕ POINTS

- Suspense 'n' scares.
- Gritty, real-world levels.
- Strong adult themes.

⊖ POINTS

- Keep away from lots.
- Might be love on pedigree.

⊕ ADVANCE WARNING

At this early stage of development, *Shadowman* is looking very promising indeed. While the graphics still need some honing, they could potentially push the PlayStation further than any 3D adventure yet. It's the blurring of the line between zombies and murderers, Hell-on-earth and the Devil's own backyard. But makes *Shadowman* one of the most intriguing horror games to scrape its metal finger-thimbles down the great wall of PlayStation.

GUARDIAN OF DARKNESS

"There's something strange/in the neighbourhood/Who ya gonna call?"
A mystical monk by the name of Ekna, actually...

While many publishers appear to be perfectly happy to spew out a seemingly endless supply of generic games, Cryo interactive eschew such tactics in favour of producing titles that are quirky, original and, quite frankly, downright unfashionable. *Guardian Of Darkness* is a perfect example of this agenda.

The game plays host to a whole array of spiritual shenanigans and ghostly goings-on and you've been hired by an organisation known simply as, uh, The Organisation to sort them out. You play the role of a Guardian - a hard-arse no-nonsense monk who is able to conjure up a variety of impressive spells: throwing energy balls at

foes, going in to deep shamanic trances, and the like.

The 3D levels of *Guardian Of Darkness* consist of mazes of rooms through which you must trundle in a quest for objects and clues that will help you eliminate the "creatures from the beyond" which populate the game. Your first task involves having to restore spiritual tranquillity to a museum in which the artefacts are floating around the rooms while hordes of mutant tentacles sprout out of the walls (they look rather like overgrown courgettes). Other settings include a distillery and a mansion. Which sounds all right to us...

Although the screenshots may suggest that this is a *Tomb Raider*-style action-adventure, it's much

1 Between missions, we come back here to Tentaclebrain. From here, we can contact the Tentaclebrain and tell it to do our bidding. All you have to do is stand under



① Getting your orders.
② Nice wallpaper.

closer to the 8-bit games you may have played over a decade ago where you would pound round a haunted house and place a particular object in a certain area in order to open up the next part of the game. While this doesn't lend itself to high-speed, finger-blistering antics, the game's pace is still decidedly casual. At present, this isn't helped by the lengthy load times for each new room.

There's still plenty of tweaking to be done, including adjusting the camera and amending the spells and character motion to look better. Elements of the gameplay are also going to be looked at - at the moment it's all rather plodding.

The game could also run into problems because of the limited size and number of levels (of which there are, currently, only ten). But for gamers who prefer to take less of a gung-ho attitude and more of a thoughtful and methodical approach, *Guardian Of Darkness* could yet prove to be an unlikely and indeed unholy favourite.

Oliver Hurley



OPINION

● **POINTS**

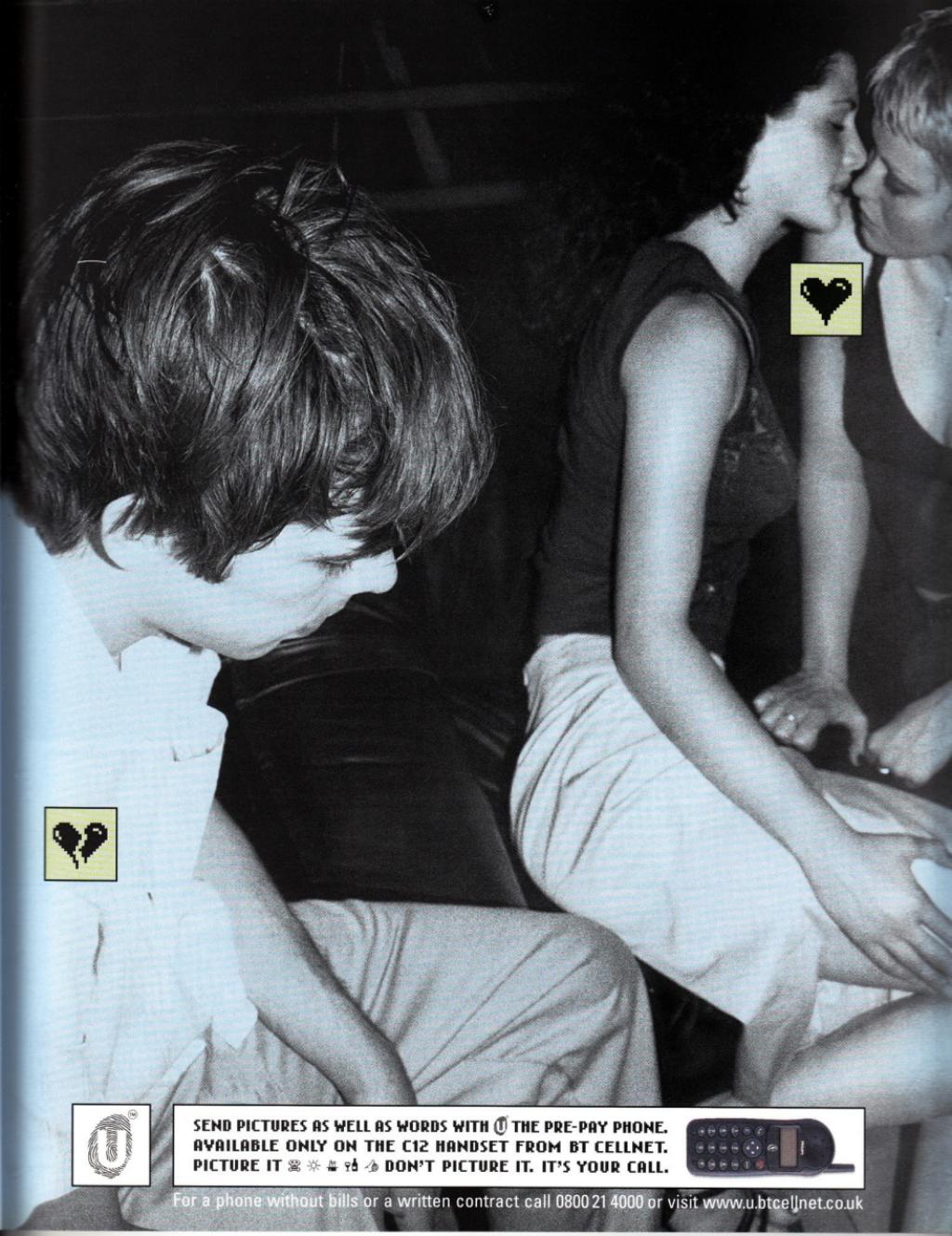
- Definitely original.
- The full panoply of spells.
- Spookily atmospheric.

● **POINTS**

- Levels way too small.
- Slow gameplay.
- Graphically steady.

● **ADVANCE WARNING**

Guardian of Darkness is a strange beast - a flashback to an otherwise forgotten age where collecting clues and solving mysteries is more important than action or presentation. It's still in need of a lot of work but the end result could be a refreshing change from the norm...

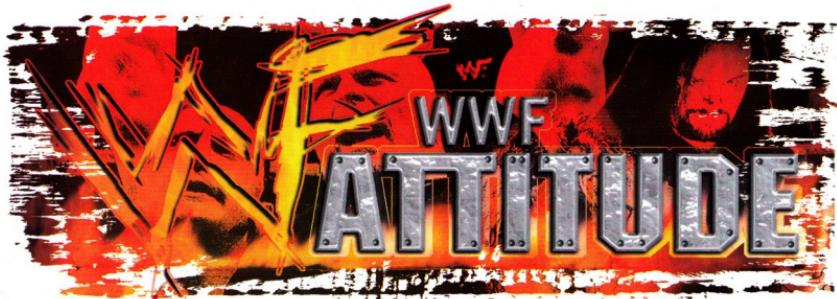


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PREPLAY



Bright lights, oil paint, fancy dress, evil baddies... Panto season already? Nope, it's just a slice of *WWF Attitude*...

Since the dawn of humanity, men have pitted their wits and strength against one another for sport, for kingdoms, for pride. Men, reduced to their primal instincts, with only bone to bruise and muscle to maim. Over time, this contest of naked aggression, often between naked men, has been mutated by concepts of beauty and entertainment to become the spectacle that is *WWF Wrestling* – a toy fight between grown men in Speedos.

Love it or hate it you have to admit that it's extremely popular.

We all have a younger relative, or even a friend who appreciates the finer nuances of men in tights. Even highbrow philosophers have



1 [1] All the faces have been lovingly recreated... [2 - 3] ...so you can smash them to death.

argued that wrestling is high culture, comparable to Greek tragedy with its predetermined outcome and use of masks.

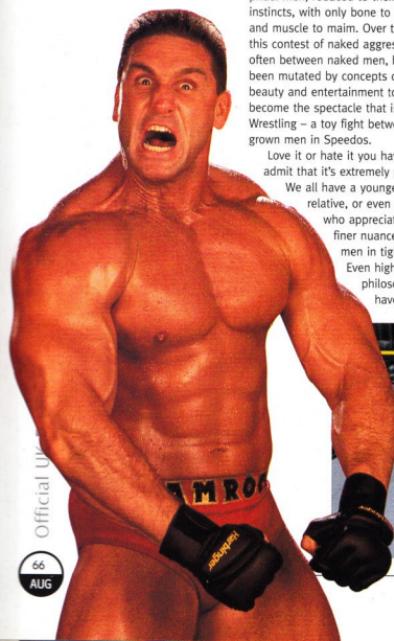
But for many it is simply tragic, and it's this stigma that has polluted the attitude towards most of its console outtings. This is only half the problem though, as most wrestling games have failed to beat

the count when it comes to quality. Now Acclaim's latest contender, *WWF Attitude*, will take on all comers for the title of 'Wrestling Game-That's-Not-Bad'.

As with the spectacle itself, a lot goes into the preparation. All groping games seem to have buried themselves with options, but *Attitude* really takes it to the max.



1 - 2 [1 - 2] The game really comes to life when the whole ring is used for maximum damage. The final version will include weapons.



■ PUBLISHER:

Acclaim

US

■ DEVELOPER:

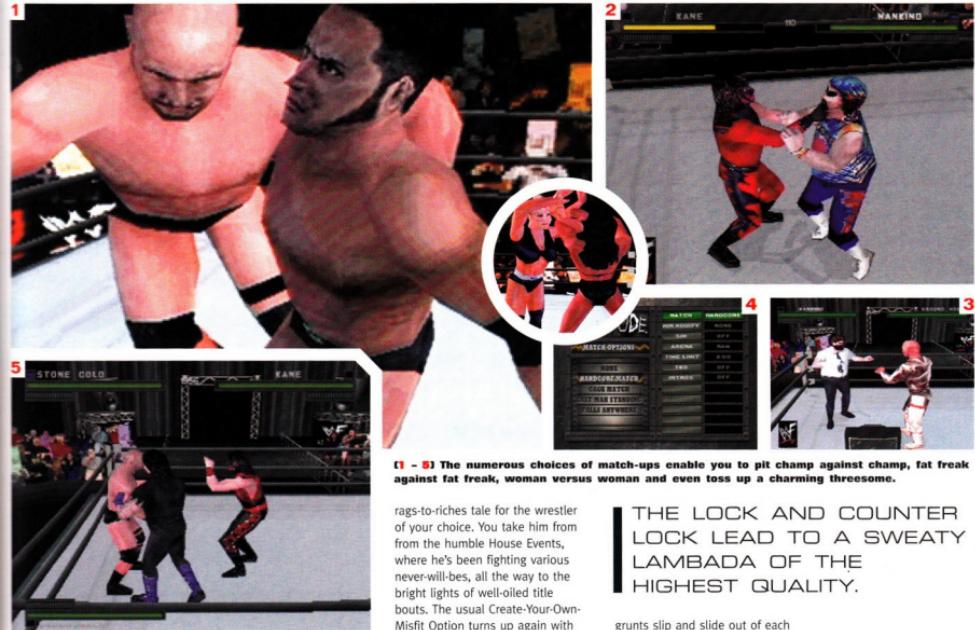
Iguana

Wrestling sim

■ RELEASE DATE:

August

One to two



1 - 3) The numerous choices of match-ups enable you to pit champ against champ, fat freak against fat freak, woman versus woman and even toss up a charming threesome.

It's hardcore. Grrrr... It has a vast array of tight-fit challenges, including King Of The Ring, Tag Team and Survivor Series, which you'll be able to tweak to your specific bent through oodles of rules and ring set-ups. You can also construct your own pay-per-view event to indulge those Rupert Murdoch fantasies. In true WWF style you'll get to choose the match-up, go crazy with the drapes and make bold statements with colour for your TV extravaganza.

There's a Career Mode as well, which enables you to formulate a

rag-to-riches tale for the wrestler of your choice. You take him from the humble House Events, where he's been fighting various never-will-bes, all the way to the bright lights of well-oiled title bouts. The usual Create-Your-Own-Misfit Option turns up again with an embarrassment of detailed variations. But in what looks like an improvement on Acclaim's previous WWF sim, *Warzone*, you can make your own selection from any of the 400 tendon-tearing moves for your monster to use.

Lack of options, though, has never been a problem with grappling games – it was the actual gameplay which was usually frustrating and cumbersome. There was nothing to lure fight fans from the delights of *Tekken* and *Street Fighter*. *WWF Attitude*, while never attempting to be a pure beat 'em up, has at least attempted to make the fighting enjoyable. All the moves seem easy to pull off and satisfyingly brutal. While smashing a telly on your opponent's head isn't as tricky as a Lei Wulong tenhit combo, it sure is a lot more fun.

In *Attitude* all the fighters are motion captured and will hopefully look photo realistic. Whether this will compromise the fluidity of the movement as the polygon

THE LOCK AND COUNTER LOCK LEAD TO A SWEATY LAMBADA OF THE HIGHEST QUALITY.

grunts slip and slide out of each other's grasp, remains to be seen as at the moment it's still quite sluggish. Compared to *Warzone*'s bouts which could be won with a single special move, there is a fair amount of technique and tactics needed in *Attitude*. The lock and counter lock lead to a sweaty lambada of the highest quality.

This is the last *WWF* offering you will see from Acclaim as they have lost the license to THQ. The good news though, is that they look to have saved the best for last. *Attitude* should have all that wrestling fans could ever want. For non-believers, perhaps it's time to give wrestling a break. Wrestling is entertainment, and we defy anyone not to find the sight of a group of mullet-haired Neanderthals dressed with no self respect, bouncing each other off ropes, amusing.

David Harrison



PSM POINTS

- Includes all the top names.
- Looks deeply detailed.
- Could be the next step on for PlayStation wrestlers.
- All in fan should healthy want.

PSM POINTS

- If you don't like wrestling, err...
- You may look elsewhere.
- No massive surprises, as far as...

ADVANCE WARNING

For the converted, this could be the ultimate in lychee-clad action and will hopefully prove its pedigree with massive sales on its release. For the many doubters it is perhaps time we give wrestling a bit of a break. So fingers crossed for *WWF Attitude*.



4 - 5) Freak and unique! It's dressing up time as you strip your finely tuned athlete of his clothes and dignity.

■ PUBLISHER:	SCEE	■ ORIGIN:
■ DEVELOPER:	Psynopsis	■ STYLE:
■ RELEASE DATE:	August	■ PLAYERS:

Adventure/platformer
One



Another predatory canine mammal undergoes polygonal translation.
But will the rest of the digital forest take a fox named Kingsley seriously?



Kingsley has been knocking around for an age. The upheaval at Psynopsis left numerous titles in limbo, but with the game now in the final throes of development, Sony have taken on the publishing mantle. Psynopsis' recent record at producing this type of platform/adventure fare is not especially promising. Remember the insipid *Rascal*? Shoddy business.

Thankfully, Kingsley is less niggardly than the aforementioned *Rascal*. He's a fox. And he's got a stupid name. The premise reads thus. An evil rodent wizard Bad Custard (no, really) has half-inched



1) Hold your shield up to defend, then attack with your dagger. 2) Hey, it rains in videogames too, y'know. 3) The scariest pub ever.



1) Win friends. Influence them.

2) Here's our friend, the fox.



the Queen of the Fruit Kingdom's magic book and is hell bent on casting spells on the kingdom's True Knights in order to turn them into Dark Knights. Orphaned fox cub Kingsley (sob) wants to become one, he must bring Custard to book. What follows is an adventuresome platform romp through the various themed villages in the Fruit Kingdom.

While the action most closely resembles that of *Crash*, *Croc*, *Spyro* et al, it's all played out at a slightly more pedestrian pace. That's not to say it's slow, just less frantic. Controlling the fox is not easy, however. You have to constantly steer the Analog Joystick (or D-pad) towards the direction you want Kingsley to move in and it's far too fiddly for comfort, particularly when you're cornered by a sword-wielding baddie. Often, if you don't get the swine with a decent jab of the dagger, you're left

to rue your profligacy. Nonetheless, there is much to enjoy in *Kingsley*.

The introduction leads you to meet the main protagonists before you get to learn how to use the weapons you will eventually garner. You're also instructed on how to defend attacks. It's visually resplendent, with superbly-realised, themed environments. Whether you're sneaking through the jungle, or cowering around a piratical island, there's an atmospheric feel.

Not that it's a walk in the park. There's an infuriating point early on in the game when you're crushed by rolling barrels and because the controls are fiddly, it's not easy. Nevertheless, Kingsley himself is a charismatic, likeable fellow and his an adventure that will find favour with many.

Steve Bradley



● POINTS

- Strangely atmospheric.
- Smashing cartoon visuals.
- Not learning curve.

● POINTS

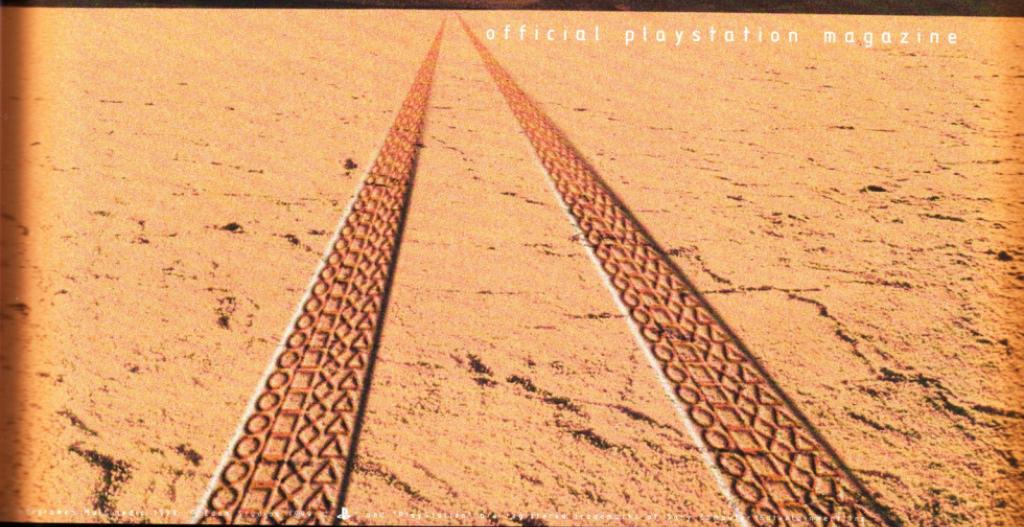
- Maddening controls.
- Bashed awkwardly at times.
- Not as ingenious as *Ape Escape*.

● ADVANCE WARNING

Kingsley, eh? He's kinda cute. Is it a platform game or is it an action adventure, though? Truth is, it's neither, yet once you've played about for half an hour you get stuck in to the thing. The baddies get the rolling circuit of an 18-wheeler, which is terribly frustrating, but there's enough in here to warrant the description "preposterous".

"...ABOUT TO BECOME
THE BENCHMARK BY
WHICH OTHER RACERS
ARE JUDGED"

official playstation magazine



AVAILABLE ON PLAYSTATION 25 JUNE 99

V-RALLY
CHAMPIONSHIP EDITION

FA PREMIER LEAGUE STARS

They score stunnahs, bathe in champagne Jacuzzis and get 'za' or 'o' added to their surnames. Sometimes they even play ball...



1) Goal celebrations will be authentically Premier League.
 2) A rocket.
 3) Don't pass, just dribble!
 4) Cheeky hool.
 5) Get the right angle to bag a goal.
 6) Fetch the sponge.

ability, heading, passing, shooting, power, speed, stamina, strength and tackling. Depending on what position they play, some skills are more important than others. For a goalie seven out of ten agility is essential while a shooting ability of three poses no real handicap – conversely a strike without at least a score of eight for speed, shooting and power isn't going to bag you a hat trick every game. EA are still fine-tuning the star system to ensure that you don't end up mid-season with all your players boasting super-human stats in every department, but it's a clever idea and it certainly helps differentiate the game from *FIFA*.

The inclusion of Sprint and Skill

Mode ensures that every match is the story of strident runs and cheeky speed turns – individual moments of genius that can turn a game – rather than carefully built-up play. Keep L2 or R2 depressed and you can perform *FIFA*-esque flick-overs, drags and turns to fool your marker if timed correctly. Then



1) That net is very close to bursting.
 2) Do you really need to improve Michael Owen's stats? Oh, go on then.



E A's football games have always focused on the skill of individual players and the rookie FA Premier League Stars extends this idea to a team agenda. The idea is that, through playing well, your team's footballers earn stars that can be traded in for better abilities or the chance to buy in fresh talent from other clubs. Each player is described in terms of ten attributes – control,



1) Zoom in for the replay. 2 - 3) Use the stars you earn to improve your team.



it's a case of muscling your way into the box, getting an angle and powering up your shot early enough to slot one past the keeper. Once again, though, the ability stars make a difference. A white energy bar displays the shot power of your player, with the red danger area showing when you're going beyond their current skill level and risking a terraceful of ridicule.

It's early days as yet, but there are a couple of things *PSM* has marked up on its chalkboard as requiring attention. In its present form *FA Premier STARS* is far too easy (we notched-up a 6:1 victory over Man Utd and didn't drop a point) and, rather like *World Cup '98*, judicious use of sprint, the analogue pad and diagonals will net you goal after goal. This is something EA are working on but it's a worry that those fresh from *FIFA 99*, picking up a game with essentially the same controls, will find the one-player a walk-over. What with all the emphasis on individual skill the passing does seem to suffer somewhat and it's much harder than it should be to set up opportunities for your team-mates. Despite these concerns, however, with the power of the Premier League license behind it, a decidedly arcade feel and super-fast, super-smooth graphics it's hard to see how EA's fledgling star can fail.

Pete Wilton

PSM OPINION

• POINTS

- You can improve your player's skills.
- You can play as a Premiership team.
- Lots of moves, lots of options.

• ADVANCE WARNING

It's EA's intention to kick off a whole series of Premier-centric football games with *FA Premier STARS*, which will run alongside *FIFA* with its international mandate. The question is, can the *STARS* team make their game sufficiently different to *FIFA* to make fans who fork out for both games feel they've had their money's worth? Expect the rigours of a Playtest to extract the answer very soon.

TEAM	W	D	L	F	A	P
1 ASTON VILLA	10	10	0	31	7	30
2 MANCHESTER UNITED	10	10	0	30	8	30
3 CHELSEA	10	5	5	20	14	25
4 LEEDS UNITED	11	5	4	21	16	19
5 TOTTENHAM HOTSPUR	5	6	3	13	10	16
6 WEST HAM UNITED	10	6	3	21	10	19
7 ARSENAL	10	4	4	15	13	16
8 BURNLEY	10	4	4	15	13	16
9 LEICESTER CITY	10	4	2	15	17	14
10 SHEFFIELD WEDNESDAY	1	4	2	5	18	22
GRAND TOTAL	100	100	0	300	200	300

Check out your league placing. You'll want to be doing well in the European league too, you know.

"FLAWLESS.
BREATHTAKING.
RIVETING.
UNEQUALLED.
IF YOU'VE JUST BOUGHT
A PLAYSTATION,
BUY THIS.
IF YOU LOVE RALLY,
BUY THIS.
IF YOU...
OH, JUST BUY THIS."

official playstation magazine



16 OFFICIAL CARS OF '99 WRC
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4 DIFFERENT GAME MODES
ARCADE, TIME TRIAL, V-RALLY
TROPHY, RALLY CHAMPIONSHIP



4 PLAYER SIMULTANEOUS
PLAY ON ONE PLAYSTATION
USING A MULTI-TAP

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eden

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V-RALLY
CHAMPIONSHIP EDITION

CASTROL HONDA SuperBike Racing

Evel Knievel got his stage name while doing a stint for bank robbery. If only he'd chosen a Honda as his getaway bike...

Bike racing is the PlayStation equivalent of virgin rainforest. While other genres have had their slopes stripped bare by gangs of quality games the territory of two-wheelers has remained largely unspoiled, but for a couple of shabby motocross offerings. *Castrol Honda SuperBike Racing*, then, is the first serious bike racer to try and lean its way into our affections.

Leaning is, quite definitely, what a motorbike game should be all about. Forget the ridiculous aerobatics of the motocross set,

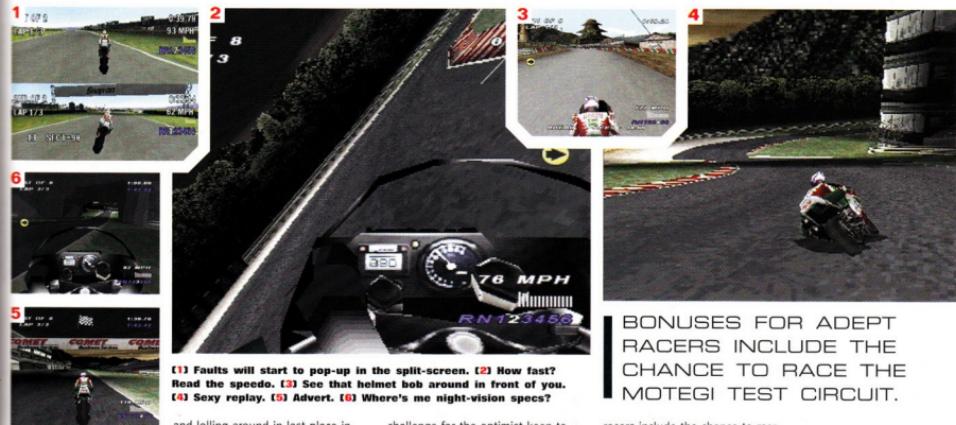
what you want is knee-almost-on-Tarmac action, rugged kerbs cut at 150° at 150mph. Played with an Analog Controller, the response of your on-screen bike to a yank on the left stick is lively without being over-wild. Your rider leans, the bike follows, friction burns beckon – in this respect it's pretty much what Barry Sheene ordered. In Rookie Mode carving your way through the field shouldn't be a problem. But raise the difficulty level to Amateur and put damage on and you'll be skidding off, knacking your bike

WHAT YOU WANT IS
KNEE-ALMOST-ON-TARMAC
ACTION, RUGGED KERBS
CUT AT 150° AT 150MPH.



1 2 3 4 5 6
1) In the replay watch the pack leave you behind. 2) A passable split-screen option. 3) The fun bit. Leaning into a corner. 4) Cockpit. 5) Pay attention to the yellow arrow. 6) Gloom.

■ PUBLISHER:	THQ International	■ ORIGIN:	UK
■ DEVELOPER:	Interactive	■ STYLE:	Motorbike racer
■ RELEASE DATE:	August	■ PLAYERS:	One to two



(1) Faults will start to pop-up in the split-screen. (2) How fast?

Read the speedo. (3) See that helmet bob around in front of you.

(4) Sexy replay. (5) Advert. (6) Where's me night-vision specs?

and lolling around in last place in next to no time. We're hardly talking a *Formula 1*-level simulation here but, if you want to win the championship, *Honda SuperBike* is going to make you work for it.

How about some stats? Up to 23 AI rival riders can compete against you in any one race – which obviously represents a serious

challenge for the optimist keen to argy-bargy their way into primo position. You've also got real Honda bikes in there as a result of the official licence. With 14 circuits to race on, potential for seriously diverse skidding scenarios presents itself too. Some are representations of purpose-built circuits, while other tussles betwixt leather 'n' rubber locate themselves on normal city streets, helpfully pre-cleaned of skiving schoolkids and tramps. For those who are down with the oily-hand look, adjustments to one's steed can be made, while the Castrol Honda team are on hand to dish out advice.

As one might expect a Two-Player Mode – horizontal or vertical split screen – has been eased into the fancy. While bonuses for adept

BONUSES FOR ADEPT RACERS INCLUDE THE CHANCE TO RACE THE MOTEGI TEST CIRCUIT.

racers include the chance to race the Motegi test circuit.

However, "It's not exactly *Gran Turismo* on two wheels, is it?" might be an innocent bystander's comment on the preview version. It may look passable while the bikes are stationary, but once in motion *Honda SuperBike* gets ugly. The main problem is the sluggish frame rate. Scenery parades jerkily into the foreground and struggles round the tight bends, while the bikes lose their shadows when travelling under bridges. At the moment *Honda SuperBikes* is graphically disappointing and this severely detracts from any high-speed thrills.

But where exactly do you go if you want two-wheeled action? The ridiculously airborne *Moto Racer 2?* The rough-as-gerl *Halliwell Road Rash 3D?* We can only hope that *Honda SuperBikes* manages to offer a respectable alternative.

Pete Wilton

PSM OPINION

⊕ POINTS

- ⊕ Up to 23 rival riders.
- ⊕ Real Honda bikes.
- ⊕ 14 circuits to race on.

⊖ POINTS

- ⊖ Visually highly suspect.
- ⊖ Split-screen suffers.
- ⊖ Doesn't feel that fast.

⊕ ADVANCE WARNING

While it handles marginally better than other bike titles, we still have severe reservations about this game – mainly because the graphics can't keep up with the action. Racing games are all about speed. If the screen update remains as jerky and slow as this version then you may as well be riding a Vespa round the track at 15mph, rather than a Honda RC45 at over a ton...



(1) Wait for the lights... Peg it! (2) Good job this is the replay, can't see the bally road. (3) Check your sectors. (4) This is the view from the stands. (5) Be sure to change into first.

When dealing with the bereaved relatives of secret agents, the Imperial coffin is often the preferred choice.

A luxurious model, befitting an elite few who fought to save Washington from a deadly virus but failed at the final hurdle.



ONE WRONG DECISION AND YOU'RE HISTORY

△○×□



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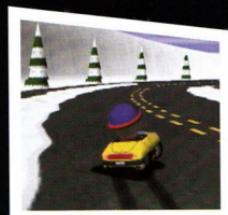
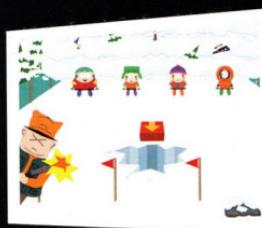
'One of the most enjoyable and engrossing games of the year.' Official PlayStation Magazine.

'Superior to Metal Gear Solid in places too numerous to mention' PlayStation Power.

FIRST LOOK | SOUTH PARK

SOUTH PARK

Don't believe the hype? You're not alone. With the, erm, questionable artistic validity of the current torrent of merchandise, *PSM* talked to the boids behind the game to find out just what's *really* driving the trio of *South Park* games headed for the PlayStation. Cash for questions: Dan Mayers.



EASY MONEY?

Kenny's dead. Not from a plague of rats or being landed on by aliens or even being cursed by Satan. He's dead because the not even the most water-proof of anoraks could save him from drowning - in a sea of merchandising...

South Park used to be the coolest cartoon this side of *King Of The Hill*. Quotes were quoted, videos were swapped and clips were downloaded from a zillion Net sites and played relentlessly. It was a genuine cult.

Now? Now it has gone from underground to overground and where was once a cult, now lies a bloated cash

cow that has been reduced to a shop window crammed with key rings, stickers, cuddly toys, coffee mugs, toilet roll covers, baseball caps, T-shirts and anything else you could stick the legend, "Omigod, they killed Kenny" on.

Harsh? Quite possibly. The Net is still plagued with countless Cartman sites and kids still scream "BITCH!" at other kids but it's more than accurate to say that *South Park* is trundling merrily on its way past its sell-by date, overtaking *The Simpsons* and all other merchandise-

cursed shows. And *PSM? PSM* currently straddles the fence of contemporary comedy. On the one hand, some staffers think it's a bit of a giggle. Not as clever as *The Simpsons* of course, but harmless fun in an inane kind of way. On the other hand, some of us figure what is it to hear kids swear you've only got to wander down the streets of any town on a Saturday afternoon. Some would even argue that the idea of humour derived from children's misunderstanding of adult language is in the same comedy league as watching babies disable themselves on

You've Been Framed. So what is it?

Cutting-edge comedy, or the pre-millennial version of "I'm-with-stoopid" T-shirts? If this merchandising keeps on, who the hell cares...

Back in PlayStation land, Acclaim are due to release a trilogy of games based on *South Park* - *South Park: Chef's Luv Shack* and *South Park Rally*. So ace new games worth your

men to take away?

Let's start with an easy one. Who came up with the idea for a trilogy of *South Park* games? Acclaim, Comedy Central or (whisper it) Parker and Stone themselves?

"Well," begins Darrin Stubbington, executive vice president at Acclaim. "It was very much a collaborative project between great-thinking minds. Which sounds very cheesy pool-like, but was fairly beneficial to the projects. The Comedy Central guys and Matt and Trey had some great ideas..."

What do you make of the media onslaught *South Park* has generated? Are the games just part of this?

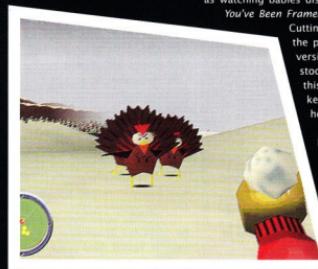
"Right now? I'm feeling pretty good about it," says Stubbington. "Cartman brings a special stink of fresh air to the world, which must be a good thing."

But how much influence have the creators of *South Park*, Trey Parker and Matt Stone, actually had on the games? Is it just a simple licence?

"They've had a huge input right through this process. In fact the level of interest they've had in all three projects is, I'd say, unprecedented," he enthuses. "It's really quite refreshing... And it also means these games come to you with their official seal of approval."

OK, tell us about the games then. What have you got planned? Where do you want to start?

"Hmmm," muses Stubbington. "How about the shoot 'em up?" ►



£40 (make that £120)! Or just another bit of merchandise to add to the pile? Just another thing to leave out for the bin

FIRST LOOK

SOUTH PARK



(1) The petrol station looks like a healthy enough snowball target. (2) The RV beckons with the hypnotic power of Paul McKenna. (3) Ready aim, fire. (4) Poor little mite.

► Episode 1: 'Doom With A View' – in which we talk about first-person shooter, *South Park*.

"South Park" the game is the story of a seriously apocalyptic time on Earth. When this great big comet is headed towards South Park, Colorado..." reveals Darrin. "And then all kinds of really strange things happen."

Strange things?

"Like Cartman's mum is kidnapped by aliens. Like turkeys run wild in the streets."

And this all means?

"What does it mean? It means you get to use a fart doll, and a cow-launcher and other really cool weapons to stop the madness."

From this PSM infers you get to shoot things. So what other games have influenced this one? *Doom? Quake?* "Hide-and-seek, kick-the-can and, um, kick-the-baby."

Hmm. And based on these wide-ranging influences, what type of weapons are we going to be permitted the use of?

"Well... There's the fart doll, the live sniper chicken..." starts Darrin. "And, my favourite," chips in Doug Yellin, producer of another *South Park* game, "the cow launcher." "Oh, and don't forget the snowballs," recalls Darrin. "Snowballs covered in wee-wes!" counters Doug. This, PSM notes, is like interviewing *Beavis and Butt-head*.

Guess we can assume the entire cast gets involved with saving the dysfunctional town?

"Yeah, of course. Kyle, Stan, Cartman, Kenny, Wendy, Mephisto, Big Gay Al, Mr Garrison, Mr Hat, Terrance and Philip, and many more, all make an appearance," Darrin reveals.

"I can also tell you that Mr Hankey The Christmas Poo makes an appearance and you get to use him in a special way. He likes to spread his special seasonal message in the snow..."

Charming. Elsewhere, inane destruction and death are an intrinsic part of the show. So how many different ways can we devise to crush Kenny?

"You bastard! Why would anyone want to do that?" screams Doug.

Moving swiftly on... What do think people are going to find most entertaining in the game? Darrin pauses for a moment.

"Hope this doesn't sound strange, but the best bit is being on the receiving end of a successfully aimed cow launcher."

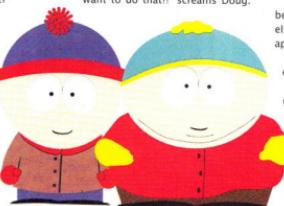
That doesn't sound so strange.

"It is when your head ends up a cow's arse."

Perhaps unorthodox might be a better term to use. So is there anything else neat about the game that sets it apart from other shoot 'em ups?

"Well the multiplayer kick-the-baby experience is unique," muses Doug. "It's also a 3D multiplayer shooting game with kids, talking poo, turkeys, babies and lots of cows. In our opinion, that makes it pretty damn unique."

"It's pretty unique I think." Doug concurs. "Great multiplayer, arse-kickin' wholesome fun!" Um, next!

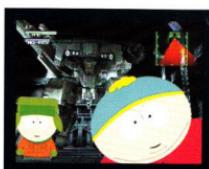


WOULDN'T IT BE COOL IF...

...The brats from *South Park* were in a load of videogames that they shouldn't be? Why, yes it would.



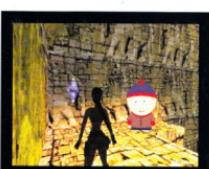
Premise: Final Fantasy VII meets South Park.
Name: Sephirth? What the hell kind of a name is that?
Plot: Cartman and Kenny discover they've been separated at birth.
Likelihood of being made: Far too philosophically complex.



Premise: Metal Gear Solid meets South Park.
Comedy Name: Metal Gear's Christmas Solid.
Plot: The Snake bumps into Mr Hankey. Battle ensues...
Likelihood of being made: Messy. Great for hitting the seasonal market.



Premise: Tekken meets South Park.
Comedy Name: Tickle. Which sounds a bit like Tekken. Ish.
Plot: The boys grasp each other in a tender Greek embrace. First one to break anal wind loses.
Likelihood of being made: Seriously, what do you think?



Premise: Tomb Raider meets South Park.
Comedy Name: Ass Raider. Do you see what we did there?
Plot: Let's look for treasure!
Likelihood of being made: Never gets going due to legal stuff. Kenny likes dressing as a woman though.

IN THE BEGINNING...

How a simple Christmas message led to a world of scatology... It's the Matt and Trey story!

Trey Parker and Matt Stone became acquainted over a hot slice of beef at the University of Boulder, Colorado. While most students gave out beer snacks to their new frat buddies, Parker would hold court in his room sporting an apron and chef's hat, and regaling them with stories to his assembled guests. Inevitably, Stone liked this new fellow.

They soon fell into film making - Parker a music student and Stone having recently graduated in film. While their peers mimicked Scorsese the duo decided to create the *Python-esque Cannibal: The Musical* (recently shown on Channel 4). The seeds were sown...

Post graduation, Parker and Stone relocated to Hollywood,

touting various ideas, one of which was a certain cartoon. What happened next is the stuff of legend.

A Fox executive named Brian Graden had seen some of their work and asked them to create a animated Christmas message to send out to the network. Stone and Parker duly delivered an animated short film by the name of *The Spirit of Christmas*, in which Jesus and Santa scrap like a pair of rutting stags.

In the spirit of the festive season, the notorious cartoon was a hit and ended up on a million Internet servers. It was subsequently picked up by the Comedy Channel for a series and the rest is... Well, let's just say a movie is on the horizon.



Episode 2:

'Chef's Luv Shack' - in which PSM heads round

Issac Hayes for a quick bout of Triv and a game of Asteroids...

Chef's Luv Shack is the second game in the trilogy. What's it all about?

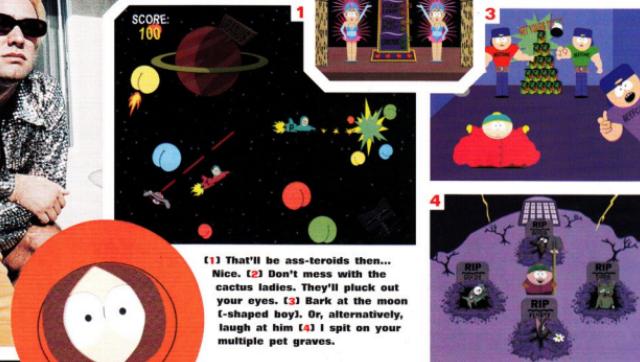
"Up to four players can partake in the fun, playing as Eric, Kyle, Stan or Kenny," says Jules Watscham, producer of *Luv Shack*. "Initially everyone gets thrown into a trivia round. Chef asks a bunch of silly questions that relate to either specific *South Park* trivia or *South Park*-related subjects, such as famous actor that starred on the show."

So a bunch of questions about ER then?

"At the end of each trivia round," says Darrin, politely ignoring us, "all the players are thrown into a gameplay round where they get to battle for the most points. This is where some classically cool mini-games come into play. On top of that, you'll also find some special surprises such as the Pressure Round - starring the infamous anal probe - and the Whole Of Fortuitousness."

How does the game actually work?

"Easy!" Jules pipes up. "You choose how many rounds you want to play - two, or four, or eight etc - and each round consists of four trivia questions and a mini-game that everyone plays simultaneously at the end of each round. The player with the most points at the end of the show is the winner. I suppose the only



1 That'll be ass-teroids then...
2 Nice. 3 Don't mess with the cactus ladies. They'll pluck out your eyes. 4 Bark at the moon (t-shaped boy). Or, alternatively, laugh at him 4 spit on your multiple plot graves.

way of completing the game is to play all of the mini-games, and beat them, and answer all of the trivia questions correctly. There'll be around 1,000 questions."

Mini-games? Does this lead us towards recent rumours of a retro nature?

"Well..." Darrin hesitates. "Yes. In a sense. *Chef's Luv Shack* is going to have a few games that are very reminiscent of particular arcade classics. In *Asses In Space*, you take on the roles of Terrance and Philip and blast ass-teroids, resulting in jolly fart-noise malarkey! And that's based on? Errrr, *Asteroids* I guess."

"*Beefcake*'s another one of my faves," continues Darrin. "That, and *Whack-a-Zombie-Pet* and *Eat This Too*."

How many of these things have you crammed in?

"Currently there'll be around 21-24 mini-games," explains Jules. "We really want as many as we can fit in. We'll just have to see."

And are these going to be full versions or just a little snippet?

"All the games are full-on games, with different methods to make them last between 30 seconds to a minute each," Jules continues. "We kind of figured that would keep the game really fast-paced."

And Mr Issac Hayes himself - will he be in there somewhere?

"Is he performing? He's on top form! Yes, Chef is our sexy host of the show so you can expect the usual sexual innuendos and the like from him."

Sounds like some good lovin'. So what's the reward for ending up champ on every game in *Chef's Luv Shack*?

"You get to jump up and down with enjoyment."

Ermm, right... Time, PSM thinks, to take a look at the *South Park* kart game. Can we do the Cartman gag now, please? ▶

FIRST LOOK | SOUTH PARK

► Episode 3:

'Mario Kart(man)' – in which our interviewees discuss the finer nuances of South Park Rally.

First questions first – how's *South Park Rally* going to be different from other karting games?

"The point of most racing games is to keep away from the other players," right?" says Doug, suddenly coming over all serious. He is after all the producer of this game. "But we felt for *South Park Rally* – especially the multiplayer events – that we had to create modes that would bring the players together and make them interact, because the *South Park* show itself is all about the interaction of the kids. So, in addition to the regular racing modes, we've added about a dozen other play types that pit the kids against one another.

"One idea we've currently got on the drawing board has the kids trying to protect the chickens from the Chicken Lover."

Like the episode on TV, right?

"Exactly. Whoever rescues a certain number of chickens wins. But, and here's the key, smacking into the other cars or causing accidents makes you lose any chickens you're holding so the players are always in competition."

Nice touch.

"It's going to be cool," says Darrin, picking up the thread. "We've got half a dozen tracks planned, all based around locations in the episodes. Everything from the town to Big Gay AI's Big Gay Animal Sanctuary. They're all fully open, so instead of having a set track, you can motor about anywhere and create your own shortcuts between houses, behind trees, over hills, through the cow... Wherever you can get your car ready."

And these cars. Realistic handling or cartoon cruising?

"They handle very well," grins Doug. "We've created an advanced physics engine that takes things like weight, centre of mass and gear ratios into account. We're also spending a great deal of time tuning each car individually so that they both feel and play differently. Being a rally game, we have a lot of

different surfaces with traction and slide factors as well."

Presumably you're working on a few novel pick ups too?

"We're building from the tone of the original game, and filling in a whole bunch of new, unusual, and occasionally gross weapons," reveals Doug.

Do tell.

"Chef's Chocolate Salty Balls sound familiar?"

Unfortunately so.

"How about the Mexican Staring Frog?"

Think we get the picture...

"All the *South Park* favourites – Stan, Kyle, Cartman, Kenny, and Chef – should be in there," continues Darrin. "Plus we'll have some secondary characters like Wendy, Officer Barbrady, Mr Garrison and some surprises."

The notion of a go-kart being driven by a talking turd boggles the mind and *PSM* takes its leave for a liedown, away from a world of arse-fixated aliens, animated fecal matter and children who swear. A lot.

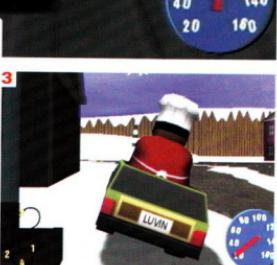
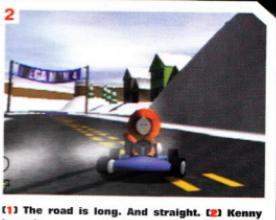
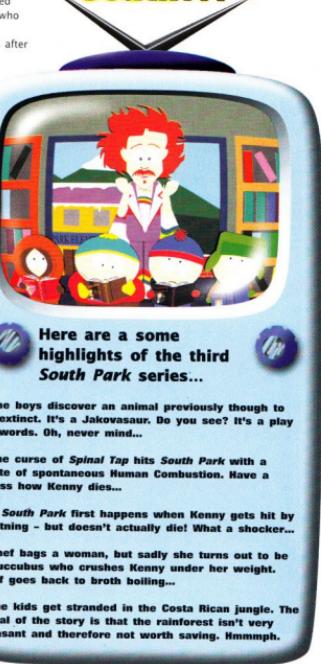
One question remains after *PSM*'s quizzing of the

various bods behind the *South Park* trilogy – are the games any good? The answer? A surprising 'yes, actually.'

All three titles are certainly aimed at hardcore *South Park* fans, in terms of both humour content and the self-referencing of the show. The *South Park* shoot 'em up has already proved itself on other formats and, especially in the case of *Luv Shack*, the games can be far more original than recent episodes of the show. *South Park Rally* too looks a good bet, although its originality might get overlooked with the release of *Speed Freaks*, *Chocobo Racing* and *Crash Team Racing*. All in all, surprisingly good stuff.

Final thoughts. *South Park* is a funny cartoon. *Terrance and Phillip* isn't. Cuddly Cartman dolls weren't a good idea. Cuddly Cartmans dressed as police chiefs are. Most *South Park* merchandise is trash. The games aren't. Funny old world, ain't it?

Due South...

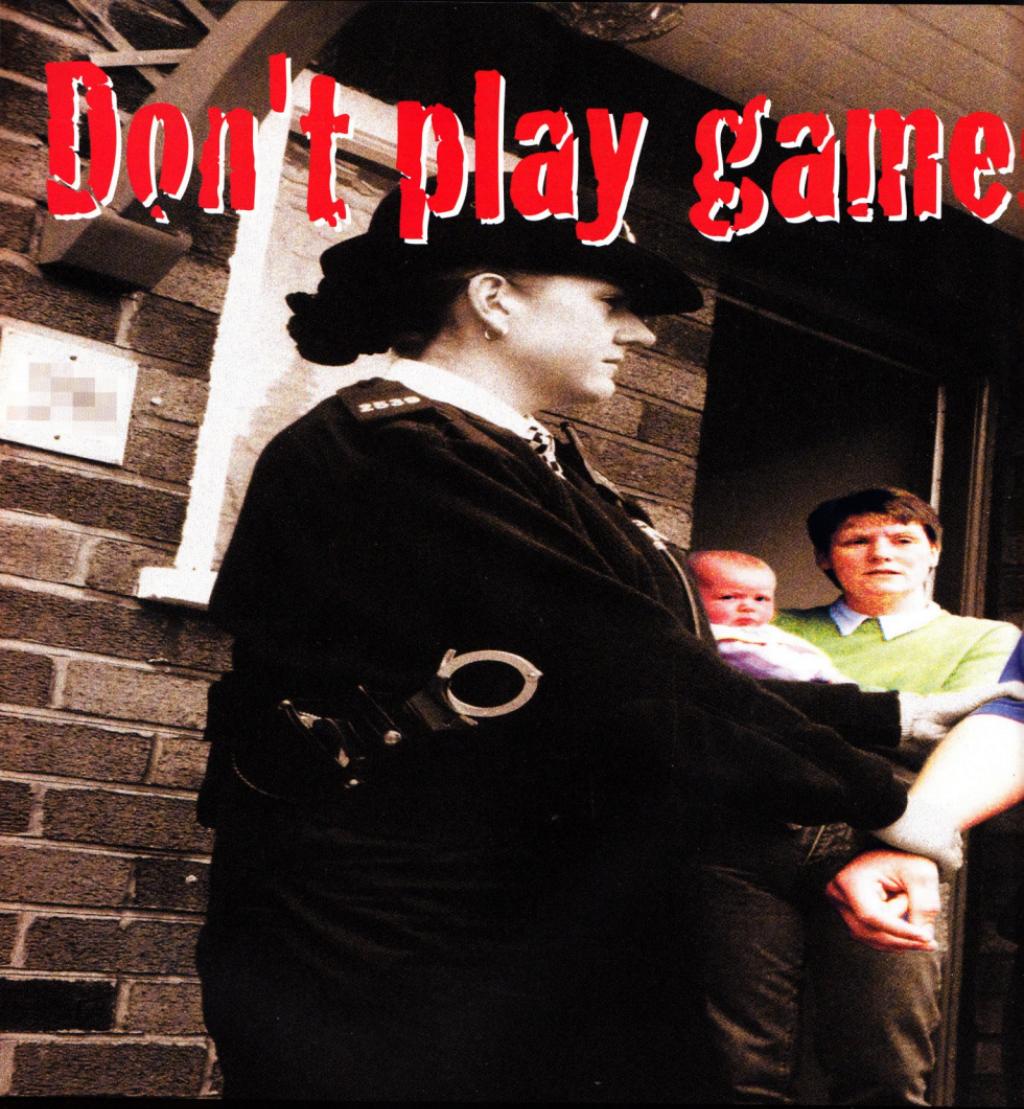


1 The road is long. And straight. 2 Kenny lays down some skidmarks. Just wait until the petrol tank goes up in flames. Because it will, you know. 3 If this here van's a rockin', don't you come a knockin'.

Here are some highlights of the third *South Park* series...

- The boys discover an animal previously thought to be extinct. It's a Jakovasaur. Do you see? It's a play on words. Oh, never mind...
- The curse of *Spinal Tap* hits *South Park* with a spell of spontaneous Human Combustion. Have a guess how Kenny dies...
- A *South Park* first happens when Kenny gets hit by lightning – but doesn't actually die! What a shocker...
- Chef bags a woman, but sadly she turns out to be a succubus who crushes Kenny under her weight. Chef goes back to broth boiling...
- The kids get stranded in the Costa Rican jungle. The moral of the story is that the rainforest isn't very pleasant and therefore not worth saving. Hmmmph.

Don't play game



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10 PSM is prepared to award a golden '10' to games which are perfect.

9 A splendid piece of software – recommended without prejudice.

8 Very, very good. Add it to your collection forthwith, if not sooner.

7 A great title with minor irritations, and still a worthy purchase.

6 A case of 'Why did they do that?' Beware, but with some dodgy bits.

5 Straight average. Unoriginal or flawed, but still worth buying – just.

4 Below average. Probably has some serious oneplay or lifespan flaws.

3 Looking pretty bad. Maybe worth borrowing for a couple of days.

2 Borderline crap. Technically inept, poorly structured and short-lived.

1 A product without merit of any sort. Naff beyond human endurance.

0 Black John cluster in the shape of a CD. Despised, avoided.

★ Special games which deserve to go on your must-buy list are awarded a StarPlayer logo.

What's the score, eh? Why on earth does the videogames industry use a percentage as its standard grading system? It's ludicrous to encumber yourself with a rating of such iniquity that it seems impossible to give a legitimate mark of 100 per cent to any game you ever come across, no matter how good it is. We'll happily award *Final Fantasy VII* and *Tekken 3* the 10/10 they deserve, because they are games you must have.

A percentage gives the impression of an exact science, but you can't tell us that when a mag awards 99.99 per cent for sound, it's because the staff writer has sat in a dark room, tooth licking, through a list of 300 questions before applying some complex mathematical formula. We mark games out of 10. It isn't an exact science, but then it doesn't pretend to be. And it enables us to award games a perfect mark without too much heartache.

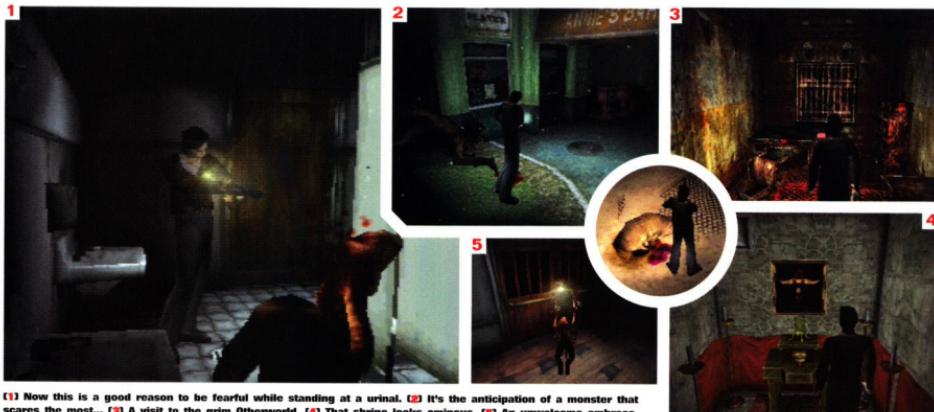
Our scoring system is simple and accurate, and if you've been with us since the start, you'll know you can trust it when purchasing games.

PlayTest

REVIEWED



Silent Hill	86	
Virus	92	
Aironauts	94	
Bugs Bunny: Lost In Time	96	
Chessmaster 2	98	
Capcom Generations	100	
Plane Crazy	102	
	360	103



(1) Now this is a good reason to be fearful while standing at a urinal. (2) It's the anticipation of a monster that scares the most... (3) A visit to the grim Otherworld. (4) That shrine looks ominous. (5) An unwelcome embrace.

Silent Hill

Following the **hugely-successful** *Metal Gear Solid*, Konami trade espionage for horror in *Silent Hill*. **PSM** investigates tentatively...



Let's clear something up – *Silent Hill* is not a *Resident Evil* derivative. Konami, while undoubtedly influenced by the Capcom classic, have created much more than an accomplished cash-in. The differences between the two titles go beyond the obvious aesthetics. Sure, *Silent Hill* uses a polygon-based engine that offers far more flexibility than the pre-rendered locales of *Resident Evil* 1 and 2. But beneath these remarkable visuals, though, lies an altogether more sinister, groundbreaking game.

The *Resident Evil* duo pay homage to George Romero's cult zombie flicks, with all the attendant flavour that that implies. *Silent Hill*, however, is more akin to the

works of HP Lovecraft and films like *The Shining* or *The Legend Of Hill House*. In many places, it's genuinely disturbing, and suggests more horror than it actually shows. However while *Silent Hill* is often an exemplary piece of storytelling, it isn't a brilliant story per se. The distinction is subtle, but important. Let us explain...

The story begins with a car crash. Harry Mason and his daughter Cheryl are heading into the town of Silent



(1) *Silent Hill*'s cut scenes generally use the in-game engine. Like *Metal Gear Solid*, they're superbly done. (2) Death of a discordant dicer.



■ PUBLISHER:

Konami

■ DEVELOPER:

KCET

■ RELEASE DATE:

June

■ AGE RESTRICTION:

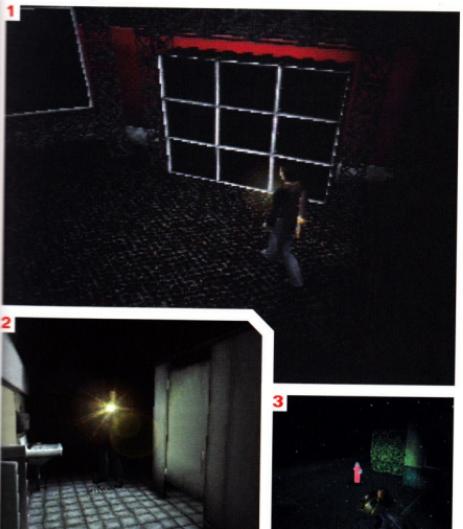
15 and over

■ PRICE:

£44.99

■ STYLE:

Horror adventure



1) TV screens. Oh, how that bodes. Well it does, doesn't it? 2) More loitering in toilets. People will talk, Harry. 3) It's genuinely frightening, this.

Hill. A girl steps into the road, Harry swerves to avoid her and wrecks his vehicle in the process. When he regains consciousness, Cheryl is no longer sat on the back seat. As he leaves the car, he sees his daughter disappearing off into the distance...

DESPITE THE SHORTCOMINGS OF ITS DIALOGUE SILENT HILL IS ONE OF THE MOST ATMOSPHERIC GAMES EVER CREATED.

From this point on Harry searches for Cheryl and at the same time, the odd goings-on in Silent Hill are vaguely explained. After years of gamers being accustomed to being treated like simpletons by over-explained Hollywood movie plots, *Silent Hill* often appears almost reticent. It doesn't explain certain text

LIGHT OF YOUR LIFE

Silent Hill isn't restricted to using sound and unique camera angles to scare players. It also features an number of sections where Harry makes his way by torchlight. Some of Konami's most inspired moments occur in ill-lit and claustrophobic rooms and tunnels.



Geek. It's dark. The feeble light of your torch is just good enough...



...to make out monsters looming at you. And it looks good, too.



Sometimes, the camera moves to give an ultra-spooky view...



...where you can't quite make out your surroundings. Scary stuff.

or speech-based events properly, yet over-elaborates some scenes that could be best left to the imagination. Worse still, it uses its fantasy/horror remit as an excuse for that most heinous of stylistic crimes – the deus ex machina.

In terms of scripted or spoken dialogue, *Silent Hill* is not perfect. Like *Resident Evil*, its use of English is almost uncomfortable in places. Worse still, its voice acting is terrible. Pregnant pauses punctuate ineptly performed exchanges – certain words are bizarrely emphasised, while fantastical events are related in humdrum tones. While not quite as bad as Barry's infamous exchange with Jill in the first *Resident Evil*, it's not much better. What a tragic waste.

Outside of the realms of FMV links and in-game cut scenes, though, *Silent Hill* is magnificent. Its play-oriented narrative is superb. Despite the shortcomings of its dialogue, the odd piece of plot and its laughable acting, *Silent Hill* is still one of the most atmospheric games ever created. It evokes such feelings as panic, fear, trepidation in a variety of ways. Whereas the *Resident Evil* games rely on 'jump' moments to alarm and engross the ▶



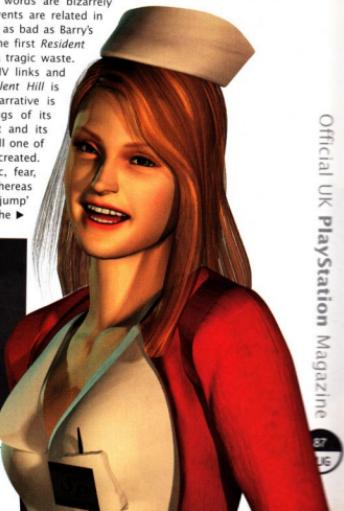
The Jock is jammed.
This door can't be opened.



1) A visit to Norman's Motel. Master Bates isn't home, it would seem. 2) Ouch! 3) Ahhh. That's better.



Yes
No
There is a First aid kit.
Take it?





1) The barbecue was a desperate failure. 2) Or is it? OR IS IT? 3) Silent Hill is, funny enough, quite noisy. 4) Gore? What is it good for? Why, quite a lot actually...

► player, Konami's game manages to create an amazing and lasting feeling of unease. It has its fair share of heart-misses-a-beat events and monster-based surprises, but overall the atmosphere is maintained on a more cerebral level.

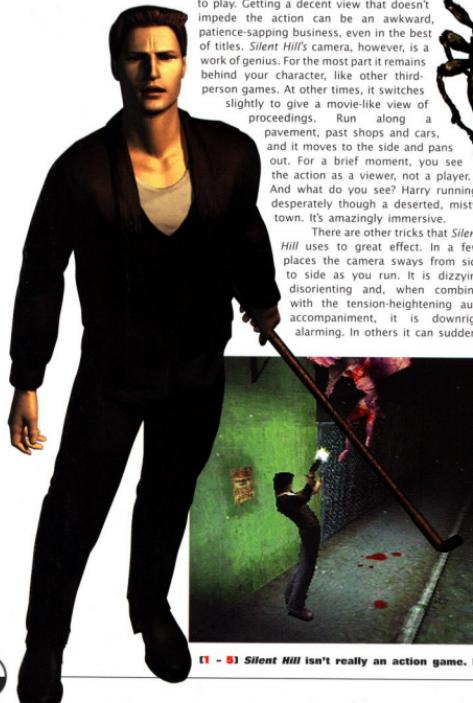
Take its camera-controlling code, for example. It's a common lament of pundit and punter alike that 3D games can be awkward to play. Getting a decent view that doesn't impede the action can be an awkward, patience-sapping business, even in the best of titles. *Silent Hill's* camera, however, is a work of genius. For the most part it remains behind your character, like other third-person games. At other times, it switches slightly to give a movie-like view of proceedings. Run along a pavement, past shops and cars, and it moves to the side and pans out. For a brief moment, you see the action as a viewer, not a player. And what do you see? Harry running desperately through a deserted, misty town. It's amazingly immersive.

There are other tricks that *Silent Hill* uses to great effect. In a few places the camera sways from side to side as you run. It is dizzying, disorienting and, when combined with the tension-heightening aural accompaniment, it is downright alarming. In others it can suddenly

stick to a fixed view. When it does this, you're often left thinking "What happens now?" and "Where is the monster?" Other games struggle to provide a workable view of their action. *Silent Hill*, progressive and innovative, borders on the genuinely cinematic.

If Konami's work with *Silent Hill's* camera is impressive, their use of sound defies the use of common superlatives. It doesn't use music, as such. Instead, it uses odd collections of noises and repetitive aural effects. Discordant and loud, they should annoy and infuriate. Instead, they contribute no end to *Hill's* overpowering *noir* feel. More often than not, the game doesn't need to chuck in a huge monster to scare you – its sound alone can scare the life out of you. Fans of the aforementioned *The Legend Of Hill House* will be more than aware of how that can work.

The incidental spot FX are remarkable, too. You can be walking through a room when "BOOM!" A wall resounds with the sound of something hitting it. Or did it come from underneath you? What happens next? From a child crying to assorted ominous rumblings, *Silent Hill's* mood is coloured by its fantastic audio devices. Early on in the game, you find a pocket radio.



1 - 5) *Silent Hill* isn't really an action game. But it does have its fair share of arcade-oriented moments. Here are but a few.



Silent Hill



1) Silent Hill starts here. Well, about five minutes before in this very room, really. But we won't spoil the surprise for you. 2) Better to run away from the winged beasties. 3) A breach of Queensbury Rules. But what the hell?



THE TELL-TALE HEART

It's such a simple idea. Why did no one think of this before? When Harry becomes injured, your Dual Shock pad - and you do have one, don't you? - effectively vibrates to simulate his increased heart rate and fear. Capcom will, we'll wager, be kicking themselves for missing that one...



After a hair-raising surprise, you discover that it splits static whenever a monster approaches. The closer the creature, the more insistent the garbled tones. It's a simple, yet brilliant idea.

At first, *Silent Hill*'s stock of monsters appears disappointing. The residential area of the town that

THE GAME DOESN'T NEED TO CHUCK IN HUGE MONSTERS TO SCARE YOU - ITS SOUND ALONE CAN SCARE THE LIFE OUT OF YOU.

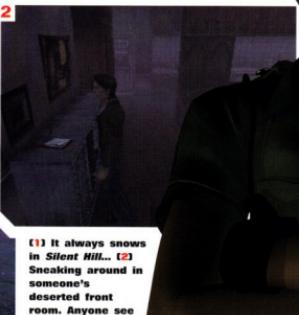
when faced or chased by a few opponents - it's easier, safer and more sensible to simply run away. You can become quite handy with firearms and club-like weapons, with practice. But it takes time.

The monsters get better as you progress through *Silent Hill*'s gloomy streets. There's one, in particular, that will frighten the life out of you. It lopes at speed after Harry, and looks like a bizarre kind of primate. Once the monsters have his scent, they pursue doggedly. With another clever camera technique, you see these creatures behind Harry, but just in front of your view of proceedings. Trying to shake them off before they leap on to your back can lead to some panicked, frenzied D-pad manoeuvres. To make matters worse, towards the end of the game, they hunt in packs...

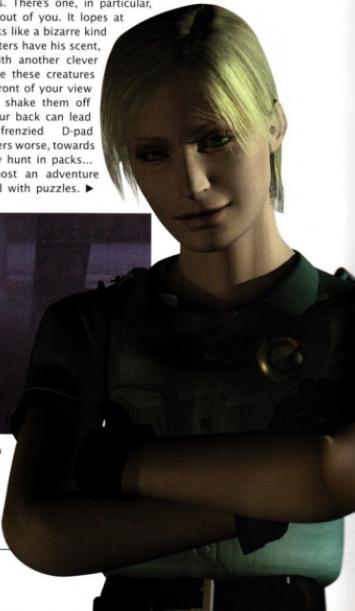
Being first and foremost an adventure game, *Silent Hill* is packed with puzzles. ▶

you first explore is filled with mutant dogs and harpy-like flying creatures. Compared to *Resident Evil*'s well-realised zombies, these are initially disappointing because at this point in the game, you're not quite so enmeshed in *Hill*'s quirky way of thinking.

You see, it's not a shoot 'em up, not by any stretch of the imagination. When Harry misses his shots, it's because he's cast as a more realistic, faintly inept protagonist. Lacking the pinpoint accuracy of Lara or the comic-book proficiency of *Spyro* or *Gabe*, he fudges his way through confrontations. More often than not - and especially



1) It always snows in *Silent Hill*... 2) Sneaking around in someone's deserted front room. Anyone see any secrets?



WELCOME TO THE OTHERWORLD

One of the spookiest parts of *Silent Hill* is the mysterious Otherworld – a horrible, twisted alternative to the real world. The pictures show (1) the real world. (2) Now here's that building again, this time in the Otherworld.

(3) Real world. (4) Otherworld. Got the hang of it? (5) One of the most fraught events in *Silent Hill* is being in the Otherworld, but outside. Roads and paths are replaced by metal platforms. And there are lots of nasties...



PUT IT ON PAST MIDNIGHT AND YOU'LL STRUGGLE TO RESIST THE TEMPTATION TO SLEEP WITH THE LIGHTS ON. IT'S THAT GOOD.



Most of these are fairly elementary and of the find-then-use variety. Others, though, are based on riddles and scraps of clues. Refreshingly, there are few instances where you find yourself running around aimlessly, searching for the way forward. Konami have pitched the difficulty of the plot accurately. **More often than not, your next objective is clearly marked on a map.** This shortens *Silent Hill*'s lifespan – there are fewer time-consuming searches for the next open door – but makes it a far more enjoyable experience.

The variety of locations and visuals in *Silent Hill* is hugely impressive. From a shopping centre to a school, the town begs tireless exploration to appreciate the incredible number of incidental details and touches. It has a fine line in subtle (well, ish), referential humour, too. A shutter covering a shop front is daubed with the word 'redrum' – a clear nod in the direction of Stephen King's *The Shining*. Look at the street names and you'll notice some names from famous horror writers – from King pseudonym Bachman to *Psycho* author Bloch. A hotel visited late in the game is called Norman's Motel – any relation to the infamous Bates residence? These little peculiarities aren't over-laboured and it's just fun just running around *Silent Hill* trying to find them all.

There are other secrets to find, too. Complete *Silent Hill*, and you get the opportunity to grab a collection of great weapons – including a chainsaw and a katana sword. Better still, there are five endings to discover, influenced by in-game events. Four are available from the start and a fifth, available after you have completed *Hill* once, has its tongue firmly placed in narrative cheek. It's as funny as hell, and provides a welcome piece of comic relief for the dedicated player after all the horror.

Silent Hill is an astounding, benchmark



(1) Nurse! (2) It's a very dark game, this. (3) You can use hand-to-hand weapons too, if you want.

videogame. More frightening than any other title before it, it's remarkably atmospheric. As you play, you'll find yourself sitting, mouth agape, thinking "Games just don't do this sort of thing!" Play it in the dark, with the bustle and noise that accompany naturally lit hours and its powerful hold is lessened. Put it on past midnight, when you're alone, and you'll struggle to resist the temptation to sleep with the lights on. It's that good.

If only Konami could have worked a little harder on the dialogue. Compared to the rest of *Silent Hill*, it's woefully amateur and disrupts the extraordinary atmosphere. It could also benefit from being longer – it's roughly the same size as *Metal Gear Solid*. But, like the aforementioned classic, it's an experience first and foremost. The one area that games consistently lag behind their cinematic contemporaries is in how effectively they manipulate mood and emotion. *Silent Hill* teases both in a manner that, to an uninitiated observer, would suggest such excellence is commonplace for videogames. Naturally, it isn't and that's why *Silent Hill* is such an outstanding title. Buy it.

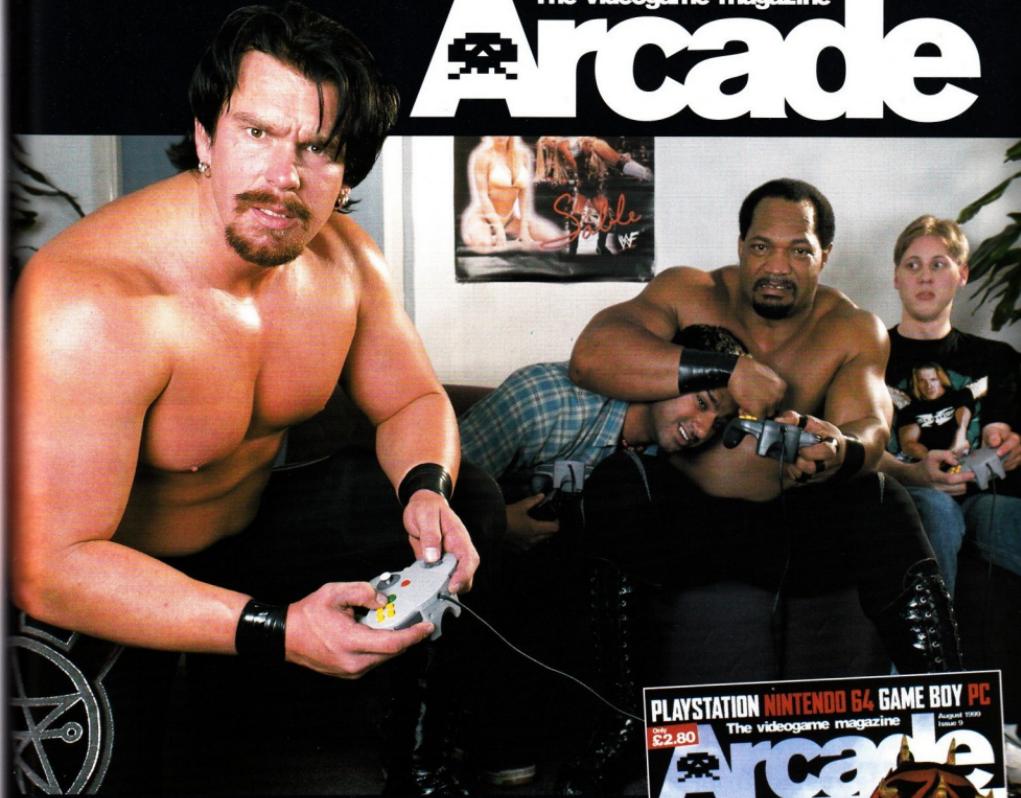
James Price

Alternatively...

<i>Metal Gear Solid</i>	10/10	PSM40
<i>Tomb Raider 3</i>	10/10	PSM40
<i>Silent Hill</i>	10/10	PSM40
<i>Resident Evil</i>	9/10	PSM08
<i>Resident Evil 2</i>	9/10	PSM31
<i>Hard Edge</i>	5/10	PSM40

The videogame magazine

Arcade



It's official. WWF wrestlers are crap at playing videogames.

Plus: your essential videogame guide to The Phantom Menace.



Issue 9. On sale 30 June.



(1) It's not all zombies, Be-masked criminals need shooting too. (2) Large creature that fires at you. (3) The camera angles are often against you. (4) Joan's lady with... (5) Those crabby types do tend to be a bit combustible. (6) We feel a cheesy cut scene coming on. Shudder. (7) They bleed they do. Yes.

Virus

It isn't defrosted from a glacier or bubbling up from the Mariana trench, but we're sure it still blames its mother. Meet an alien virus called Evil...

These days everyone expects games to be sexy. No, we're not talking the revolving twin orbs of Lara Croft's rump, nor are we banging on about some Rudd Gullit-inspired wing-back formation in *FIFA '99*. What we mean is that once you've experienced the silky smoothness of *Metal Gear* or the fast-moving scenery of *Ridge Racer Type 4* you never want to go back to the ropy, barely-presentable videogames of yesteryear. Unless, of course, you are the creators of *Virus*.

Not to be confused with the hoary old classic of the same name, *Virus* is based on a shock-flick from the US that is in turn based upon the Dark Horse comic. Aliens have landed in microscopic form and are busy infecting everything with their mutant DNA. Only a policewoman called Joan and her partner, Sutter, can save humanity from extinction at the hands of these

ALIENS HAVE LANDED IN MICROSCOPIC FORM AND ARE BUSY INFECTING EVERYTHING WITH THEIR MUTANT DNA...

viral invaders. Cue 3D action, as you make Joan run up and down corridors shooting at things.

There are switches to press, there are both humanoid enemies and static defences to be destroyed and there are the distinctly finicky controls to get used to. Rather than giving the controls that are here, it's more enlightening to list the features that are absent. There's no sidestep or roll, no strafing of any kind, no Sniper Mode, no aiming up and down, no appreciable difference



(1 - 2) He's a big bloke but if you just keep pummelling the fire button in his general direction he'll eventually explode. Combat is painfully simple.



■ PUBLISHER: **Cryo Interactive**
 ■ DEVELOPER: **In-house**
 ■ RELEASE DATE: **Out now**
 ■ AGE RESTRICTION: **TBA**
 ■ PRICE: **£39.99**
 ■ STYLE: **3D action/adventure**



1 **2** **3**
 YOU WILL BE REWARDED WITH
 LONG BOUTS OF SHOOTING AT
 ON-COMING ENEMIES ALONG WITH
 EXTRA WEAPONS LIKE UZIS...

between close-up and far-away blasting. The enemies don't recoil from your fusillade of bullets and are seemingly incapable of walking around a static, tasered comrade. Even when they die they remain annoying, not letting you walk over them until their poorly-animated bodies decompose. Essentially every encounter is the same – you open a door, you enter a room, you flick a switch and a gang of enemies appear. You then run backwards around the room blasting, trying to avoid getting stuck against a wall or smacked by enemies that are faster and more agile than you.

Visually things are passable, but in no way a treat. The game sticks, mostly, to corridors and rooms to minimise the opportunities for glitching. Rotate Joan on the spot and the world moves fast enough, but try running in a circle and more frailties appear, as you fail to evade incoming fire – even this, it seems, is too much like dodging for Virus's liking. You might be inclined to forgive much of its brutal simplicity if the game were better structured. Instead, with no restart points and no opportunities for the tactical conserving of ammo or health power-ups, you're forced to play the same level over and over again until you kill the right boss or find the relevant switch. Persevere and you will be rewarded with long bouts of crouching and shooting at on-coming enemies, along with extra weapons like ujis and bazookas – but



4
5 **6**
1 **2** **3** **4** **5** **6**
(1) The taser immobilises many enemies. **(2 – 3)** If only we could sidestep the taser in the overalls. **(4)** 'Find the Evil and destroy it' Well, that's a clear briefing.

even with more fire-power you're unlikely to become enthralled or addicted.

In a world of *Metal Gears* and *Tomb Raider* 3's what place is there for a beast such as *Virus*, that can only deliver flawed 3D entertainment? A place at the bottom of the heap, it would seem. For the same £40 you could get *Resident Evil* and *Fade To Black* or a whole *Metal Gear Solid* or *Tomb Raider* and *Tomb Raider* 2 or *Die Hard Trilogy* and *Doom* or... Exactly.

Pete Wilton

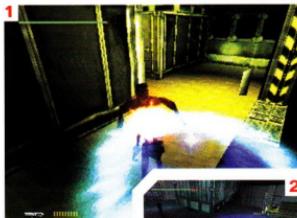


POETIC MOVIE LICENCE

Virus is based on the film starring Jamie Lee Curtis and Billy Baldwin and the Dark Horse comic book. Joan is the same character as Kit (Curtis) with Sutter representing Steve (Baldwin). While the basic scenario is the same, the game strays from the film's locations as Cryo felt that a game set entirely on a boat would be too limited...



Virus the movie has been called 'Aliens on a boat'. No bad thing surely?



1 **2**
1 – 2 No wonder Joan looks pale and skinny, she's never out of sewers and dingy corridors.

Alternatively...

Silent Hill	10/10	PSM48
Metal Gear Solid	10/10	PSM42
Tomb Raider 3	10/10	PSM40
Resident Evil 2	9/10	PSM21
Resident Evil	9/10	PSM8
Virus	4/10	PSM48

VERDICT

■ GRAPHICS:
 ■ GAMEPLAY:
 ■ LIFESPAN:

Functional, but not pretty **5**
 Stupid, awkward, predictable **4**
 Frustrating and repetitive **3**
 Guns, monsters, tasers... So how come it's such a turn-off? Because it's badly designed and sloppily executed. Not even a poor man's *Resident Evil*, just poor.



Aironauts

"Stop the pigeon..." Cartoon criminals Dastardly and Muttley prepare to enter the Thunderdome. Or something equally confusing.



Aright, here's what happened. Some bloke at the developers had a childhood obsession with *Wacky Racers*, watched Arnie in *Running Man*, checked out *Gladiators* on the TV and thought, "Aroogal! There's a videogame in here somewhere!" And he was quite right.

Creating a media overlord by the name of Bob McCuffin, pulling criminals from futuristic prisons and making them wage aerial war across the skies, sounds like an excellent premise for a videogame. It could be great. Spinning highly-maneuvrable mechanical flying beasts around intricately designed levels, shooting up your foes with an expansive range of power-ups and causing general mayhem to the delight of a TV audience of two and a half billion. The prize? Freedom.

Play then that, for a number of reasons, *Aironauts* falls flat on its face. The rigs used to fly round the levels are supposed to be state-of-the-art, futuristic flying machines. You should be able to throw them around like Douglas Bader in a Spitfire, but in reality a double decker bus has got a tighter turning circle than these chaps. Even the special 180° spin takes far too long, to the point of causing extreme frustration. For an example of the trouble this can cause, check out the guardian battles. Hit your opponent once and

he'll tuck in tight behind you, following your every move and making it extraordinarily difficult for you to let off a good shot. After the fourth level, this becomes plain irritating.

The entire game consists of 11 levels and a training arena. There are no hidden levels, no hidden characters and, although the difficulty level shoots up at around the fourth episode, it's not challenging enough to maintain long-term enjoyment. This is compounded by the fact that it's one-player only. Surely someone could have seen the potential benefits of sticking in a split-screen Two-Player dogfight to increase the lifespan? In





■ PUBLISHER:
■ RELEASE DATE:
■ PRICE:

Red Storm
July
£34.99

■ DEVELOPER:
■ AGE RESTRICTION:
■ STYLE:

Three and over
Flying shoot 'em up



1 - 3 While it looks super fast and twitchily manoeuvrable, it's not. Honest. Get on the blind side of any one of the bosses and you're in big trouble.

an age of games which last more than 40 hours, there's simply not enough here.

Graphically it's also a bit roopy. Sure, a year ago it would have been passable, but with other developers constantly pushing at the PlayStation's technical limitations, it's not really up to scratch. In an effort to create a bleak, futuristic environment they've dimmed the lights to the point where you can barely see your intended target as it speeds round the arena. The structures that litter the stadia are incredibly blocky, and shaded in colours that rival *Wipeout 2097*'s for garishness. Which is a shame, because a bit of clarity would have made the game significantly easier to play.

The soundtrack's disappointing too. Comprised of clattery techno that's barely in stereo and sounds like



A DOUBLE DECKER BUS HAS GOT A TIGHTER TURNING CIRCLE THAN THESE CHAPS. EVEN THE SPECIAL 180° SPIN TAKES FAR TOO LONG.

it has been generated using Music, it's a far cry from the big-name dance and indie acts that are turning up on other titles.

Airmouts remains a fine and original(ish) idea, but ideas need to be carefully cultivated if you want to turn out a winning game. Sadly, this one has been poorly executed. With a bit more attention to detail this could have been a superb title. You can't help feeling it's a missed opportunity.

Dan Mayers



1) Sadly, targeting is not an option in the game. 2 - 3 "Woah/Yeah/For the wings of a dove..." Which would be handier than the wings of a double decker bus. 4) Pick yourself a prisoner, any prisoner...

Official UK
PlayStation
Magazine

VERDICT

- GRAPHICS: Blocky, dim and the levels are too small
- GAMEPLAY: Just not quick enough
- LIFESPAN: Frustration drags this way down

- 4 Blocky, dim and the levels are too small
- 5 Just not quick enough
- 4 Frustration drags this way down

- 4 There's a great game buried in here somewhere. A bit more thought and this could have been a thoroughly
- 5 enjoyable experience.

Alternatively...

Thunderhawk 2	8/10	PSMC
Air Raca	7/10	PSMC2
Airmouts	4/10	PSM40
Wing Over 2	4/10	PSM47

4

Bugs Bunny: Lost In Time

For the first time in history we've actually been looking forward to a game packed with Bugs. And Infogrames have ruined the fun with a shoddy platformer.

Given that it's *de rigueur* to refer to games which pursue a non-realistic style as 'cartoony', it has taken a while for the world's most famous cartoon character to arrive on the PlayStation. Forget Bart Simpson and the *South Park* cast – Bugs Bunny is the original animated upstart, ever ready with a lightning quip (or a stick of TNT) with which to repel the leaden-footed enemy. Yep, Bugs is an ideal star for a PlayStation adventure and much effort has been made to keep his videogame counterpart faithful to the cartoon original.

I Bugs eats carrots to replenish spent energy, he makes full use of his large ears to land softly on delicate surfaces and he kicks opponents up the backside. Ignore the fact that he's voiced by a poor pub impressionist, and you'll believe that this is Bugs Bunny just as Chuck Jones intended him to be. All his traditional foes are poised to thwart your progress and even bit players from the Warner Bros back catalogue, such as Rocky and Mugsy, are ascribed roles as tall-hatted '30s gangsters. As a 3D game imitating a 2D cartoon world, *Bugs Bunny: Lost In Time* is initially impressive. So where did it all go wrong? Sacful of old cobblers as it is, we can't



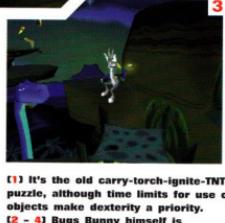
really blame the plot. Deposit Bugs Bunny in a magic sewer trying to negotiate his way out through a portal in the U-bend and no-one would care, as long as the game was full of original and engaging platform activity.

Bugs Bunny: Lost In Time finds our hero stranded somewhere in the space-time continuum. From the Stone Age, to the Medieval period, to the futuristic Dimension

WE FIND OUR HERO STRANDED SOMEWHERE IN THE SPACE-TIME CONTINUUM. FROM THE STONE AGE TO THE MEDIEVAL PERIOD.

X, the aim is to collect enough clocks to return Bugs to the present day. Progress is non-linear, but a certain number of clocks are required to access each era. Within an era there are an abundance of levels and bonus levels, providing the game with formidable depth.

The problems begin as soon as you descend out of the time machine and straight through a solid block of stone. Surely that shouldn't happen? Then when you attempt to leap on to a pole and realise that the process of



(1) It's the old carry-torch-ignite-TNT puzzle, although time limits for use of objects make dexterity a priority. (2 - 4) Bugs Bunny himself is faithfully portrayed in the game.



■ PUBLISHER:

Infogrames

■ DEVELOPER:

Behaviour

■ RELEASE DATE:

Out now

■ AGE RESTRICTION:

None

■ PRICE:

£39.99

■ STYLE:

3D platformer



1 - 4 Even booting gangsters up the arse, detonating TNT, or riding a unicycle can't disguise the repetitive and frustrating nature of the gameplay.

deciding whether Bugs grasps it or not is entirely random. Thanks to a combination of unresponsive controls, shaky scenery and bizarre camera angles, which often take residence behind obstacles at vital moments or make gaining a sense of perspective impossible, you will regularly topple into the sea or off the edge of a cliff. There aren't even any flying carpets or trampolines to arrest Bugs' plummet in a comedy manner – simply an ignominious return to the beginning of the level.

It seems that this frustrating imposition of the random factor is the only real barrier to rapid progress through the game. It's packed with platforming staples, such as stacking boxes to access a higher level and collecting torches with which to ignite dynamite. If these basic challenges have you reaching for the tips hotline, Bugs' irritating warlock mentor usually materialises and tells you how to do it anyway. There are a few original puzzles in the later eras, particularly those involving Bugs' inventory of magic spells, but by this point you could well be beyond persevering. Even the numerous subgames and bonus levels are hardly worth busting a gut to access. They generally consist of Yosemite Sam haphazardly slashing at you with a

cutlass while you try to fend off his attack and jump on his head. Rubbish.

It would be too simple to forgive the manifest faults of this game in designating it a 'title for the younger gamer'. Every six-year-old is capable of recognising a quality platformer when he sees one. For the older PlayStation owner, keen to recreate the manic thrills of many a classic Looney Tunes moment, all they have is Elmer Fudd vowing to 'get that wabbit' and the odd anvil falling from the sky. The gameplay itself is a shambles. And, sadly, that's all folks.

Sam Richards



THE LOONEY BIN

A cast of Warner Brothers' favourites make appearances throughout *Bugs Bunny: Lost In Time* and their role is largely to distract our hero from his time-travelling quest.



ELMER FUDD

Appears both in typical hunting attire, attempting to paste Bugs' ass with a blunderbuss, and as a caveman with a taste for rabbit flesh.



YOSEMITE SAM

The moustachioed midget stars as a pirate, complete with eyepatch, parrot and several pieces of eight. Hilariously, one of his levels is titled *What's Up Doc?*



DAFFY DUCK

Makes a guest appearance in a bizarre submarine, turning pictures of himself into pictures of Bugs in an attempt to persuade Elmer Fudd that it's rabbit season.



MARVIN THE MARTIAN

The little guy from outer space is the proprietor of a space station full of hi-tech wizardry. Appears to have spawned a plague of bothersome baby Marvins.

Alternatively...

Cash Bandit 3 9/10 PS/MD*Pandemonium* 9/10 PS/MD*Croc 2* 8/10 PS/MD*Cash Bandit 2* 8/10 PS/MD*Bugs Bunny: Lost In Time* 5/10 PS/MD

VERDICT

■ GRAPHICS:

Faithful to the cartoon, but seriously flaky

6

The greatest cartoon rabbit to ever munch a carrot is ill-treated in this disappointing platformer. It lacks

■ GAMEPLAY:

Frustrating and unimaginative

4

Lots there, but it's all so similar

5

variety and is random throughout.

■ LIFESPAN:

5 hours



(1) The default view. (2) Hiding behind pawns protected your king. (3) Some alternate chess sets. (4) Bet she doesn't play chess...

Chessmaster 2

The Wu-Tang Clan are big chess fans. Would you accuse them of being woolly-pully wearing geeks without ladyfriends? No, you wouldn't. Chess then – it's the new rock 'n' roll...

Since electricity hadn't been invented in ancient times, chess filled the same sociological niche as Tekken does today. They share similar feint-counter-feint action. There's a link between the use of psychology in reading your opponents' intentions. And chess even has special moves – who can forget the sneaky Castle or fiendish En Passant Capture, eh? So, logically, for historical reasons alone, you should own this.

You're not convinced, are you? Understandable. No matter how hard anyone tries to persuade you that this is a trouser-vibrating arousing machine you're not going to believe them, are you? Because it's chess innit? But if you do want to play chess, there's only one question of any importance. Does it play well?

A definite yes. And, even better, it can play really badly too. **Because while this will (hopefully) be purchased by people who just want an occasional partner, its hidden strength is the aid it offers to beginners.** All manner of options are spliced into its streamlined form to assist with the first trembling, tactical steps. Chessmaster will happily display how certain pieces can move so there's no question of "Which way does horse gallop?"

For the more learned it can display which pieces are under threat, or pinned, or even the amount of control either side has. The assist functions are nimble, either whispering a quick suggestion or giving lengthy



(1) The fantasy set, while attractive, isn't very practical. (2) This unconventional tactic flummoxes the opposition.

explanations of why Pawn to D4 is such a noble idea.

Computer opponents vary from simulations of historical grandmasters to fictional characters. This leads to a Campaign Mode, where you push up your rating through conflicts with increasingly difficult beings. The presentation is reasonable, allowing rotating 3D or full BBC2-o-vision for authentic anality. Still not convinced? Look, if we travelled a 1,000 years forward in time, would the planets favourite game be Tekken or chess? Actually, it'd probably be Tekken. Tsch.

Kieron Gillen

Alternatively...

Chessmaster 3D 7/10 **PSM17**

Chessmaster 2 8/10 **PSM17**

8

OUT OF 10

VERDICT

■ GRAPHICS:

Clean and clinical, but hardly sexy

4

■ GAMEPLAY:

It's one of the oldest games and still compulsive

8

■ LIFESPAN:

Until you reach Grandmaster, this should be fine

8

It's chess. If you want to play or learn to play, stare here. If you have no interest whatsoever in it, nothing will convince you. It's chess. Chess it is.

Capcom Generations

Capcom invite you back to a bygone age when gameplay offered nothing more than up, down, left, right and shoot. Repeat until tired.

They don't make games like they used to. And there's a good reason too. Compared to today's polygon-spewing racers, platformers and shoot 'em ups, most classic 'oldies' have all but killed the playability of an unwashed sock. *Space Invaders* was only fun in the '80s because nobody knew any better. Yet its simple left-right-shoot mechanics are still fondly remembered by millions. Nostalgia conveniently hoses away the obvious fact that *after you've leapt through lost cities with Lara Croft, strangled guards in Metal Gear Solid, and recklessly driven Dodge Vipers in Gran Turismo, repetitive, retro sprite-annihilation is, sadly, monumentally dull.*

Undaunted, Capcom have triumphantly squashed 13 of their dusty coin-op classics on to four PlayStation discs. All of them shun the bubbling vat of raw processing power contained within your console. Together, this shiny, compact quartet form the *Generations* collection, memory-tugging mini-anthologies that resurrect the



gaming challenges of yesteryear. From shoot 'em ups with tiny planes, to shoot 'em ups with tiny blocks, *Generations* proves that whatever shoot-tinted recollections you may have of games like 1942, *Chorts 'N' Goblins* and *Commando*, they are infinitely better than the experience of actually replaying them. The game's limitations have been compounded by the last ten years of videogame development, and are even more obvious. It's worth remembering that the games on these discs hail from a time when to make levels more difficult, the gameplay simply became faster.

Disc One is a case in point, containing a WW2 trio comprising of the fondly-remembered 1942, the not-very-different-at-all 1943, and the can't-spot-the-changes-unless-you-look-closely 1943 Enhanced. All three splash the mechanics of the '80s shoot 'em up with a Second World War theme. They invite the player

THE GAMES ON THESE DISCS HAIL FROM A TIME WHEN TO MAKE LEVELS MORE DIFFICULT, THE GAMEPLAY SIMPLY BECAME FASTER



1) Future-blaster *Exed Exes*. 2) The legendary *Commando*. 3) *Higemaru* and its barrel-lobbing sailor. 4) 1942 gave the blast 'em up a WW2 twist. 5) *Mercs* - or *Rambo* for the coin-op. 6) The mindless *Vulgaris*. 7) - 8) *Ghosts & Goblins* - spooky platformer.



■ PUBLISHER:	Virgin Interactive	■ DEVELOPER:	Capcom
■ RELEASE DATE:	July/August	■ AGE RESTRICTION:	None
■ PRICE:	£39.99	■ STYLE:	Retro arcade compilation



to guide a poorly-equipped fighter-plane over a vertically-scrolling landscape dotted with gun emplacements and protected by enemy aircraft. Like its space-based cousins (*Galaxian*, *Phoenix*, etc) it's a simple case of blasting every swirling, fire-belching graphic that you can find, dispatching the irregularly-appearing bosses to rack up a high-score. The more points you amass, the more you can amaze your friends.

The second disc plays host to the *Ghosts 'N' Goblins* trilogy and contains the original *Ghosts 'N' Goblins*, the graphically-refined follow-up, *Ghouls 'N' Ghosts*, and the bag of extra levels that go under the title of *Super Ghosts 'N' Goblins*. If you don't remember *Ghosts 'N' Goblins* from the coin-op or the excellent Commodore 64 conversion, you are in control of a knight faced with traversing a series of sideways-scrolling, demon-infested platform levels to rescue a kidnapped princess – often in nothing but his pants.

Disc Three, meanwhile, hides the forgettable Japanese oddities that are *Vulgas* (a futuristic 1942 clone), *Son Son* (a sideways-scrolling platformer), *Exed Exes* (another 1942-style button-thumper) and *Higemaru* (you're this little sailor guy, right, and you have run around the deck of a ship throwing barrels at evil pirates...). The last three games in the collection show how good ideas can be stretched into any format.

THERE IS, UNDENIABLY, SOMETHING HERE FOR EVERYONE – FROM THE ECLECTIC JAPANESE TITLES TO *COMMANDO* AND *1942*.

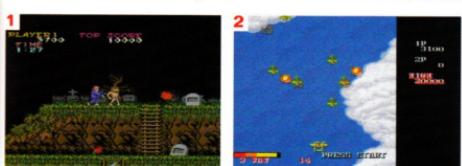
Taking 1942's vertically-scrolling blast 'em up basics, *Commando* swaps the plane for a soldier to create a fast, and surprisingly frantic, game of grenade-lobbing and grunt-gunning. *Mercs* goes one step further, taking all of *Commando*'s good work but adding bigger graphics and sillier weapons, while *Gun Smoke* is essentially *Commando* in the Wild West. A slower-paced shooter with a clever control system that allows you to fire left or right, not to mention left and right as your cowboy walks slowly through Hollywood frontier clichés.

There is, undeniably, something here for everyone – from the eclectic Japanese titles you probably won't have heard of to the hardcore, nostalgic joys of *Commando* and *1942*. The games are not without their individual charms. But even with the addition of background info (each game has a gallery of its art, enemy details, plus gameplay strategies and secrets), it caters best for gamers with short attention spans. The games are arcade perfect, but you can have endless repeats, thereby enabling you to finish most of the games – this ultimately destroys the whole point of replaying them. Whatever the shops are asking for this retro-package, it's probably too much.

Dean Evans

Alternatively...

<i>Bubble Bobble 2</i>	8/10 PSM20
<i>Namco Museum Vol. 1</i>	7/10 PSM5
<i>The Atari Collection 2</i>	7/10 PSM12
<i>Namco Museum Vol. 2</i>	8/10 PSM14
<i>Namco Museum Vol. 3</i>	8/10 PSM15
<i>Namco Museum Vol. 4</i>	8/10 PSM23
<i>Namco Museum Vol. 5</i>	4/10 PSM22
<i>Capcom Generations</i>	3/10 PSM44



(1) If your knight loses his armour in *Ghosts 'N' Goblins* he must complete the level in his pants. (2) *1943* – a new mission, landscape and squadron.

VERDICT

■ GRAPHICS:	The wonders of top-down, sprite-based mayhem	3	Unless you're overcome by a feverish desire to replay these shallow old clunkers, don't let fond memories and nostalgia drain your wallet of money.
■ GAMEPLAY:	A blast from the past that still entertains	5	
■ LIFESPAN:	Depth isn't a retro strong point	1	



■ PUBLISHER: Project 2 Interactive ■ DEVELOPER: Inner Workings
 ■ RELEASE DATE: Out now ■ AGE RESTRICTION: None
 ■ PRICE: £39.99 ■ STYLE: Fun flying/racing game

Plane Crazy

Ah, those magnificent men in their flying machines.

How we wish they'd stayed at home.



① Weaving in and out of these girders is almost impossible. ② Shoot the rock and over it falls crushing opponents. ③ Weapon-style aeronautical vehicularity. Yup. ④ What a lovely sight. Pity the game's not so good, eh?

You can imagine how the planning meeting went: "Right. We need something a bit wacky. A little bit kerr-azy. Slightly, you know, zany." "Wu-Tang Flan Rappers and desserts!" Not quite the right image, I'm afraid. "Queen LaFIFA '99?" "Now that's just silly." And then, a voice at the back - "Erm, how about... *Plane Crazy*?" "Plum."

It's impossible to shake the feeling that this game was created solely as dressing for that pun-tastic title, which we could live with if as much effort was expended on the game as on the terrible wordplay. But perhaps that's a tame unfair.

Plane Crazy was originally released for the PC at the tail end of 1997 and it fared reasonably well considering its target audience had been raised on interminable strategy games and first-person shooters. Indeed, behind the terrible title lurks a potentially entertaining concept - namely, a racing game with planes, power-ups and imaginative, shortcut-strewn courses. And yet, for all the swooping, cheek-flapping, barrel-rolling entertainment that such an idea suggests, *Plane Crazy* is seriously hobbled by one major flaw - it's almost impossible to control with any degree of accuracy.

A simple tap to the left or right is rewarded with a wild swing that makes the many narrow canyons in the game pointlessly difficult to navigate. Elegant flying is, we're afraid, quite impossible. And the controls are syrup-slow to respond. Whooshing over or under the obstacles that litter each track requires more than lightning-quick reactions. It requires a thorough

knowledge of the offending geography so you know exactly when and where to pull up or dive, simply to give you the time to do so. The inertia, too, is all over the place, speeding up your turn drastically for each nano-second you press on the D-pad. Nasty stuff.

Saying that, it is possible - eventually - to fashion a semblance of mastery over *Plane Crazy*'s unique sense of control. It's just that the game is never as precise, or intuitive, or enjoyable as it could and should be. Which is a shame because the added extras are reasonably entertaining on their own terms. Various power-ups (turbos, rockets and so on) add a little spice, but the best feature enables you to target weak areas of scenery and blast away at it. This way you can create your own handy shortcuts and, possibly, crush your opponents beneath the huge stone pillar you've just dislodged. A nice touch, and one that stands out from the rest of the game.

But those are the good bits in a game that will probably only entertain you for ten minutes when you've got nothing else to do. Which, if you ask us, isn't really worth the £40-or-so asking price. Strip *Plane Crazy* to the bare essentials and you've got a rampantly mediocre racing game in which it's possible to go up and, yes, down. And nobody in their right mind wants to settle for mediocrity. Do they? No they don't.

Jes Bickham



VERDICT

■ GRAPHICS:

They're there, but nothing special

■ GAMEPLAY:

Quite well hidden and tricky to control

■ LIFESPAN:

It's hard work. And not in good way

6 Who wants to expend loads of effort trying to master the tricky controls for so little reward? Why you'd have to be

5 plain crazy! Best ignore...

Alternatively...

Wipeout 2097 8/10 PMA12

Air Combat 8/10 PMA12

Plane Crazy 4/10 PMA12

■ PUBLISHER: Cryo Interactive ■ DEVELOPER: Smart Dog
 ■ RELEASE DATE: August ■ AGE RESTRICTION: TBA
 ■ PRICE: £39.99 ■ STYLE: Futuristic racer



Playtest!



1 Ooh, the scenery is nice. 2) Six craft from which to choose. 3) There are weapons, too. Here's one. 4) Drive along the banking, why not? 5) A pilot.

360

Gaming fans, keep the summer war chest firmly shut.

You have no need of another floaty ship game...

How should one spend one's leisure time during the summer months? Playing videogames? Or disporting in the altogether beneath a sprinkling hose? On the evidence of 360, cavorting naked in the garden would seem the better option. A mere glimpse of this futuristic-floaty-ship fare causes a raft of *Beavis and Butt-head*-style sniggerage from spectators. Why? Because it's extremely poor. There are floaty ship games and there are floaty ship games. *Wipeout 2097*, for instance, remains a victory for common sense years after it was first published. How then, many moons down the line, can a software company produce a floaty ship game that is so inferior to the aforementioned?

Here's the basic premise of the thing. You choose one of eight futuristic hover ships which are rated

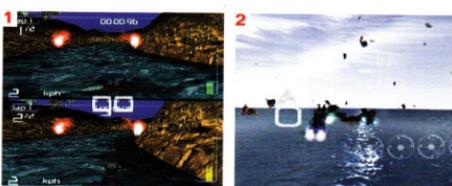
individually in terms of speed, acceleration, agility and armour. Then you proceed to hurtle along a selection of circuits, firing salvos and dispatching broadsides at impudent rivals. And here's the rub. You can spin your viewing angle 360° to shoot at ships who are trailing behind you. Whoa, and moreover, how. Actually, you only spin the view 180° to look behind you...

However, looking to where you're headed leaves you at a slight disadvantage. You cannot see where you're going. Then you hit a wall. And heck, if all those ships you've worked hard to overtake don't just fly by. The ship's control is skittish in the extreme – the words 'intuitive' and 'feel' are currently residing on Mars at this juncture. Whereas *Wipeout* gives you a thrilling sense of speed, 360 is merely a perfunctory exercise in getting the darned crate around the circuit, there's no sense of actually being there.

When Pete Murphy's hair was flowing on the Maxwell audio tape adverts, he wasn't playing 360. No sir. Indeed, you can actually negotiate the circuits by tapping the shoulder buttons and not touching the control stick at all. There are three ship views in 360, but hilariously, the camera doesn't change the angle at which you view the proceedings. It just makes the ship disappear or move it further away. Jesus wept...

Hey, but there are tournament and time trial options. And two can play with the screen split and... Look, forget it. The game is positively medieval in terms of control and visuals. Don't even think about it.

Steve Bradley



1) Go head-to-head with a pal. 2) The rendered scenes are the best bits.

VERDICT

- GRAPHICS:
- GAMEPLAY:
- LIFESPAN:

Shoddy, badly drawn. Yuk

III-conceived, sloppy controls

A tiresome, short-lived experience

3 An appalling, travesty of a sham of a mockery. The PlayStation doesn't need this game. You don't want this game.

2 What on earth was the point?

Alternatively...

Wipeout 2097 8/10 *PSM12*

Rapid Racer 6/10 *PSM25*

Hi-Octane 6/10 *PSM3*

360 2/10 *PSM48*

2
out of 10

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Pick up the phone, dial 09064 765765 and it's instant access to a world of hitherto unknown cheats and tips. Excellent.

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Get up on the latest hints for *Syphon Filter*, *Tai Fu*, *Triple Play 2000*, *Bomberman Fantasy Racing* and *Big Air*.

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Hark! The heroic angel, Gabe, sneaks his way love missile-like through the first half of our extensive *Syphon Filter* solution.



116 ANY QUESTIONS?

You want to know how to do what? Oh, go on then... Answers in full to your burning questions of the month. Get writing!



118 APE ESCAPE PART 1

Dribbling Gibbons on the run, part one... Bag a chimp and repeat to fade, as *Top Secret* shows you where the simians lie.

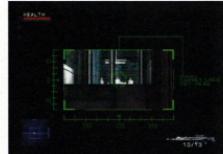
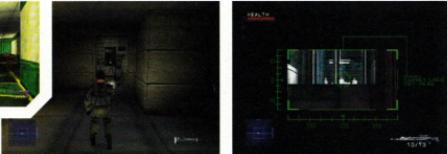
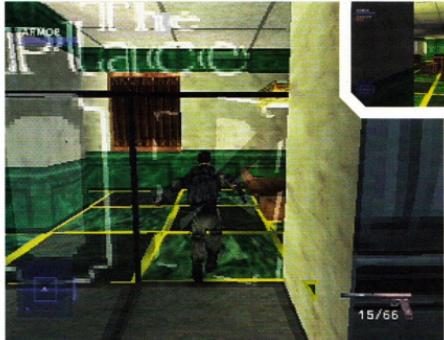


TOP SECRET

THOUGHT YOU WERE ON FOR A *LEGACY OF KAIN* GUIDE THIS MONTH? NO CAN DO, MY FRIENDS. THE VAMPIRES AT EIDOS HAVE RESCHEDULED THE GAME'S RELEASE UNTIL AUGUST AND THUS WE'VE REPLACED IT WITH A GUIDE FOR THE SNIPERTHON THAT IS *SYPHON FILTER*. HAPPY HUNTING...

SYPHON FILTER

PART 1



LEVEL ONE: GEORGIA STREET

Dodge past the cop car and the CBDC chap and dart down the right-hand alley. Head past the subway and bar and take out the pair of terrorists holed up on the roof at the end. Pick up the M16's they leave behind and head off towards the bank in the bottom right-hand corner of your map. Another pair of bad guys to hit here, make sure you pick up the ammos they drop, grab the flak jacket from the box and head into the bank where Lan Xing calls for you to provide back up to the CBDC officer who's under fire.

As you make your way though the bank you'll stumble across a room full of terrorists. Play Quick Draw McGraw and take them all out. Xing buzzes you through to the next section where you'll need the torch to pick up the grenades. There's also a box of M16 shells in a room to the left. With everything picked

up, head back outside, shoot the guy on the roof opposite and make your way back to the start point. More guys fancy their chances in a gun fight, so shoot them and run into the subway where you'll find a flak jacket. The gate at the end's locked, but you can buzz Xing and shell show you how to get through.

Run to the bar, duck inside and make your way to the left. You'll find a room here with a bloke to kill and a window to shoot out. Climb through the window and up on to the black box near the gate,



from which point you can swing across to the iron pole. Slither down and go left to the Grenade Launcher; then back to the gate. Blow the lock off the door and flick the switch to summon the elevator, which you can use to descend into the depths to find a switch that turns off the power. Krvitch (Lenny?) is your next target.

Head back to the blasted window and wait for Xing to give you a bell. You'll then find Krvitch holed up behind the bar with a bunch of troops. Kill 'em all and pick up the shotgun. Fire off a shot at the Comm Array in the corner of the room and amble through the open

tunnel, taking out all the soldiers as you go. There's a bomb at the end for you to check, so take the left hand track until the explosive device pops up on the radar - just watch out for the train! There's a tunnel on the far left of the map you can use to get access to the basement, picking up a Flak Jacket on the way. Sneak up to the bomb and gasp as it goes up in Gabe's face.

LEVEL TWO: DESTROYED SUBWAY

Mr Gabe's alive! Double back on





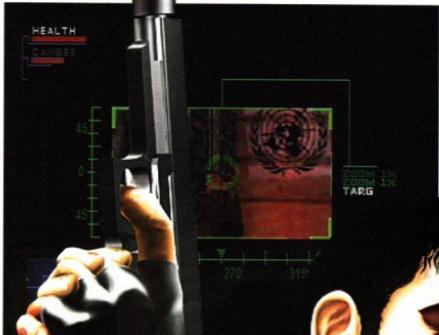
yourself and pick up the flak jacket before crossing the track and bearing right. You'll find a train you can clamber up at which point you'll get a call from Head Office to give a CBDC bodge a hand. Hop off the train and whack the chaps shooting at you, while avoiding the grenades that rain down. You'll find some C4 on the tracks, grab it and hop up to the top of it. Dodge the bullet train between the two burning train wrecks and lever your way up. Be patient, it's a pretty tricky thing to do.

Xing gives you a ding-a-ling at this point and you'll stumble across another bomb on the tracks to the right. Don't worry about it for now, just ignore it. Follow the map, use the C4 to unblock the door and release the CBDC chap. You'll be heading towards the ruptured pipe, but you can't get through because of the flames. Give Xing a buzz and you'll find out that the gas has to be turned off before you can get through. Run to the other end, down by the bomb and you'll find the gas mains switch on a pole to the left. When the fire's out, clamber across the trains to escape. Yes!



LEVEL THREE: MAIN SUBWAY LINE

A nice easy level after all that shooting, only Aramov to kill down here. There's a flak jacket to pick up behind you, then dodge the alternating trains by clambering through the middle. Eventually you'll meet up with Aramov. Keep pushing her



TOP SECRET



backwards and before long you'll manage to get off a head shot. Job done.

LEVEL FOUR: WASHINGTON PARK

OK, four viral bombs, 20 minutes to defuse the lot. Not easy. Bag the night vision rifle at the start of the level and head towards the bomb that shows up on the radar.



Call over a CBDC operative to disarm it and head off towards the statue where you'll find another bomb. En route Xing gives you a bell and tells you about a heavy hostage situation on the tennis courts. Head away from the tennis courts, taking the left-hand path and hit the terrorist hard by the park bench. Don't forget to pick up the fish jacket by the wall, and wait for Xing to direct you towards the satellite comm. Further down this road you'll find a pair of small shackles which hold another bomb, defuse it quickly and grab the M16 from the roof if you need it. Dash quickly back to the tennis courts where you'll find the fourth and final bomb.

You'll come across two hostages and two terrorists. Taser the one on patrol and shoot the other one in the head with your new night vision rifle. Pick up all the ammo

lying around and head off towards the maze. You'll have to be very quick and accurate with your shots around here. Climbing up to the Comm Array, but hold your fire, Xing directs you off towards Marcus, but you'll have to sneak round the maze and use the sniper rifle to shoot out the lights to get hold of him. From here it's time to leg it back to Freedom Memorial...

LEVEL FIVE: FREEDOM MEMORIAL

Boss time again - this one's Anton Girdeux. Watch out for his flamethrower, tuck in tight behind him and fire off bullets at the cameras on his back until he explodes. He's fairly nippy so you'll need to use the pillars for cover and fire off shots when you can. Use the .45



SYPHON FILTER



for maximum penetrative power. Or failing that a machine gun. Heh.

LEVEL SIX: EXPO CENTRE RECEPTION

New York City beckons and you'll kick off with a sneaky stealth mission. DO NOT, under any circumstances get seen or it'll be game over. Take it slowly, but surely. When you see Phagan heading towards the door stop and

clamber up on to the left-hand ledge. Hit the two guards that pass by, grab the HK-5 that they drop and run into the room with the strange rock formation. Smack the next guard by the door and head into the statue room where another guard's waiting to get tasered. After he's been hit, run round and out of the room making sure you're not seen.

Watch out for the last guard, he's a bit wily. Use the silenced 9mm to put a bullet in him and settle down for the cut scene. Then use the

sniper rifle to take out Benton and blag the keycard and G-18 machine gun. Give Xing a tinkle, head toward the left-hand gate and open it with the control panel. Shoot the guy on guard duty and go into the door labelled 'Museum Staff Only'. There are three guys here to shoot out. The first one's simple, then you'll have to sniper shoot the pair hiding behind the statue. Climb up to the locked door, blow the lock off and carry on through to the

next taserable bloke. Dropping down from here brings you out by the next keycard.

Head back up to the door near the fan, flick the switch and dash through the gate. Hit the two chaps here and pick up the keycard one of them drops, before flicking the switch to open the gate and heading down the lift. Dart through the blue door on the right and on into the Mars Room via the



TOP SECRET



'Museum Staff Only' door. Off the four bad guys in here and locate the switch. You can't use the switch yet, so head back to the rocket, and shoot up to level two in the lift. A bullet in the elevator switch allows you up to the third floor. Kill the guards, bag another keycard and drop back

downstairs to the Mars area, where the key opens the door. Keep blasting away at the guards, grab the K3G4 from the box and run back to the space shuttle. Hang off the bridge, haul yourself up and over and dash through the blue door.

LEVEL SEVEN: EXPO CENTRE DINORAMA

Sneak through the door and cautiously kill the enemies.

Everyone will require head shots with the silenced 9mm, as they've all got flak jackets on. Rife through the lockers for extra bits of kit and run towards the room above the glass dome. Hang on to the bars that run along the ceiling, swing over to the middle and drop down.

Dart into the corner of the next room, shoot out the terrorists, and pick up the keycard one of them drops. Fly though the red door, hide behind the T-Rex to snipe at the guards and locate the switch through to the next room. Shoot out the guards and clamber up and over the aquarium to earwig on a conversation between Phagan and Aramov. Use the taser to hit Aramov because you can't actually kill her yet.

Once this is done, clamber up the dinosaur, shoot the

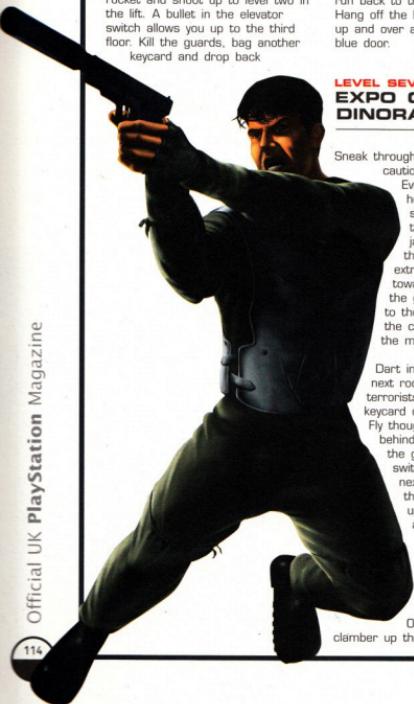


baddies and use the iron bars to get across towards Aramov. Next up, Kazakhstan...

LEVEL EIGHT: RHOEMER'S BASE

Pop a cap in the first guard's head and duck into the building on the right for the gas grenades. Sneak up behind the truck, kill the second guard for the PK-102 and shoot out the light for a bit of cover in the shadows. Another bloop heads

your way so take him out, and dash towards the first gas tank. Plant a nugget of C4 on the front of the tank and listen to Xing when she tells you to cut all the power to the motion sensor. Take out the guard on the right and dash up the ramp to the walkway. Two of the guards leave the area so kill the one that hangs about, and head down the stairs for the night rifle and grenades. Kill the next two guards with gas grenades and snipe out the next pair when they're apart. That way you won't raise any

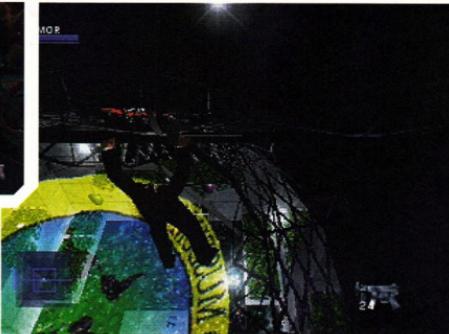


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alarms. Look for the locked gate and blow it open before shooting the enemy on the other side and flicking the power switch.

Spread a shroud of darkness across the room by shooting out the large light, then hit the guard in the building to the left. Plant a pile of C4 next to the tank and push on towards the right, sniping guards as you go. Shoot out the next light and dump another load of C4 next to the tank. Head towards the final tank where Gabrek's waiting and duck into the shadows so he doesn't spot you. Kill him with a gas grenade, then pick up the keycard and flak jacket. Use yet more C4 on the tank and kill the guards by the house on the right. Open the gate ahead with the switch and flick the next one with



the keycard. Shoot out the lights once again and skip past the truck. Down in the bunker you'll have another couple of guards to kill before bearing down the left-hand path.

LEVEL NINE: BASE BUNKER

Steer well clear of the electric fences or you'll be instantly fried.



Instead grab the flak jacket, head for the junction and hit all the enemies lurking on the left. To the right is a switch which you can shoot to deactivate the fences. Creep through the first door on the left and whack the guy inside, you'll also pick up the first pair of the ten SS-23 missiles lying around the level. Xing gives you a bell, so check the panels by the missiles and leave the room by the new door. Shoot out the guard there and the panel to open the fence through to the next section where you'll stumble across a couple of guards to kill. Bear right and hit the new enemies here, before heading round the central room to pick up a fresh flak jacket. Yet more guards to hit here before opening the door ahead and whacking more soldiers inside. Pull out the missiles from this room with the panel and catalogue them.

Run off towards the right, away from the missile room, whack the guards and flick the switch on the left. Dart through the door and you'll be set upon from behind, shoot the devil and activate the remaining four missiles. Dash out through the other door, bear left past the guards, hit the fence controlling panel and run down the path to the right. Turn on the elevator with the right hand switch and ride it up to the roof for the next major battle.

LEVEL TEN: BASE TOWER

Bag yourself some flak jackets and weapons, creep down the stairs and activate the panel on the rear. You'll be launched into a cut scene,



so after the talk head down the stairs and wait for the helicopter. Stay out of the spotlight and strafe diagonally to get the best shots at the chopper. With a few hits under your belt it'll start to belch smoke and drop below the roof level. Watch out here, drop bombs will spew from its belly so smack them quickly and carry on targeting the 'copter. Don't run in a straight line or you'll die.

LEVEL ELEVEN: BASE ESCAPE

It's time to escape and you've only got three minutes to get out of here. The whole level's about being as quick and accurate as possible. Back track along past where you killed Gabrek, just staying out of the way of any enemies. Dodge the bullets by rolling and strafing, but make sure you take out the final biker with the shotgun. Otherwise he'll pepper your backside with lead shot as you make your way to the Ukraine.

Tune in next issue for more sneaking and blasting hints. *Top Secret* will feature the second and final part of this essential *Syphon Filter* guide.

TOP SECRET

ANY QUESTIONS?

BAFFLED BY THE FATHOMLESS DEPTHS OF LARA'S LATEST?
CRASH BANDICOOT CITED IN DIVORCE PROCEEDINGS? DROP
DAN MAYERS A LINE AT TOP SECRET. HE'S HERE TO HELP...

burn rubber

As undercover cop Tanner you play a hired getaway driver, with your skill behind the wheel taking you down Miami's sun-drenched roads, over San Francisco's world-famous car chase hills, through Los Angeles' neon-lit nights and into the hustle of New York.

OUTLAW JOE C WAILS...

Congratulations on a fantastic mag, it's so good I just had to buy it! Now, I was playing *Derby 2* the other day, when I looked at the music and noticed that some of it's for bonus tracks only. I would like to know how to get these tracks as it'd make a good game even better.

Thanks

Joe C
Horndean

"So good you had to buy it?" Ah, if only all our readers thought of *PSM*'s collective overdraft so generously... As for your **DO2** request you might care to skip along to the Champ Mode and input the following name, **MACSP:POD**. As well as being a thinly-veiled reference to the inadequacies of a certain brand of home computer; it'll also open up all the tracks in the game.

AHHH, ABRAHAM'S ESCAPADES

I was overjoyed to find the tips for *Abe's Exodus* in *PSM*44, but I still don't know how to enter the level codes! Please, please, please, could you tell me how to put these codes in?

John Adams
Fife

Erm, the codes we gave in that issue weren't exactly codes. Rather



Babe Abe back in Mudokon Mauling shocker. Joking. He's a very nice man...



they were location references. If you pause the game you'll notice in the top corner a series of digits. That's how you find the location of the secret stuff. As you go through each screen hit pause, find the matching reference and you'll be standing above the entrance to the hidden Mudokans. Look out for a pile of empty green bottles anywhere nearby and that's the hole you're after. Too tricky for you? Trust Uncle Dan... Here's an invincibility cheat to keep you going. Hit **□** and press **○**, **□**, **△**, **○**, **□**, **△**, **○**, **□**, **△** for an invincible Abraham. There's a level skip cheat too. Hold **□** and press **○**, **□**, **△**, **○**, **□**, **△**. But skipping through too much means

WORKING CLASS ZERO

Constructor: I have been stuck on this game for some time now. I can get to level five, then it happens. My money goes down to a minus number. My houses start blowing up. My bank manager wants his loan back and so do the Mob. My people start complaining. The council start sending undesirables and I'm there tearing my hair out. Help!

Edward Wilkes
Ashbourne.

Some of us get to relax by the pool surrounded by a bevy of Bruce Forsyth's hand-me-downs. The girls, not the wigs. Others get hit with a litany of disaster and suffer the ignominy of watching their houses collapse around their ears. Life ain't fair Eddy - get used to it. Still, constructive trouble's easily solved. Get yourself a level two house and make them punks. They'll start griping about a hedge, so drop the rent and you'll pick up some white marks. Carry on doing that until there are no black



Digger the dumpster and his fables of reconstruction.



MEGASTORES

ANY QUESTIONS?

marks left and make them have kids. Your white marks can be exchanged for hard cash. That'll keep Mr Wolf from Mrs Door...

MIND THE GAP

I am writing to ask about *Command and Conquer: Red Alert*. In some levels there's a black cloud which fires Teslacoil beams. I would like to know if it's part of the game or if it's because I use cheats.

Yours puzzled

Robert Nimm

Oh Brother! Yes young Nimmo, it is part of the game and not the bug you suggest. Responsibility for your Teslacoil trouble lies with the bit of kit known as a gap generator. It's kind of like a Klingon cloaking device and the only way to deal with it is to send in those troops. Once the darkness is penetrated your radars reveal the area and you're free to barrack the outpost with your artillery. We suggest a slice of the airborne variety.

DAISY'S CHAINSAW

I've just bought *Tomb Raider 3* and can't get into the place where the maz was in *TR1* and *2*. I had a peek through the gates and saw a quad. I can't find the key anywhere and desperately want to have a rasp. Is there any way of getting it even if it means cheating?

Crazy Daizy Telford

Daisy, you are truly mad as a Cossack. Who in their right mind would want to take a rasp to a quad bike? Surely a roughly hewn plank of wood would be better for the carpenter's most toothsome of friends? Anyway, from the gist of your letter you seem to require entrance to Lara's race track. Not being averse to bending the rules,

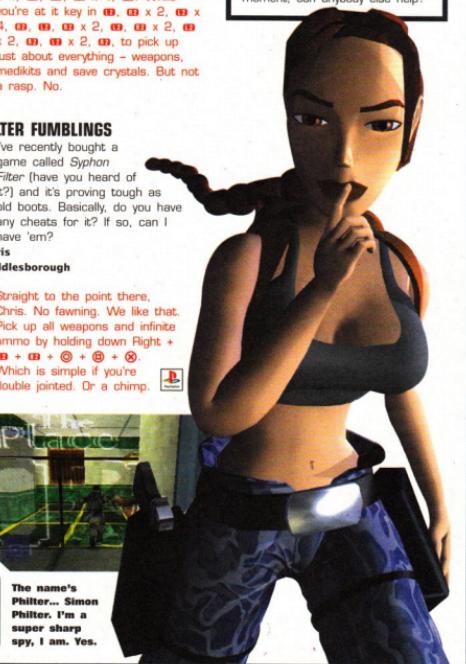


The lovely Lara Croft returns to the screen in her new thriller, *Tomb Raider*.

ANY ANSWERS?

Perhaps you'd care to try this little puzzle. Tap on the following keys while ambling around the mansion, $\text{A} \times 3$, $\text{B} \times 6$, $\text{C} \times 5$, $\text{D} \times 2$ and the gates should swing open. While we're on the subject of Lara's cheating ways, there are a few more tricks. Skip through the levels by tapping in $\text{A} \times 1$, $\text{B} \times 2$, $\text{C} \times 3$, $\text{D} \times 4$, $\text{A} \times 4$, $\text{B} \times 1$, $\text{C} \times 4$, $\text{D} \times 1$. While you're at it key in $\text{A} \times 2$, $\text{B} \times 2$, $\text{C} \times 1$, $\text{D} \times 2$, $\text{A} \times 2$, $\text{B} \times 2$, $\text{C} \times 2$, $\text{D} \times 1$ to pick up just about everything - weapons, medkits and save crystals. But not the raso. No.

Thanks to our Net Yaroze game *Rocks And Gems*, we've been inundated with requests for tips. Stand up Mrs S Scott and Mrs B Jennings from the Shetland Islands. Ditto Ben Squire from Swansea. Since we're busy playing through *Dino Crisis* at the moment, can anybody else help?



good
gear

available now

 **MEGASTORES**

TOP SECRET

IT'S LIKE AN APIARY IN HERE. EXCEPT THAT WOULD MEAN IT WAS FULL OF BEES. OF COURSE. ANYHOW, FOLLOW THIS FIRST PART OF OUR APE ESCAPE GUIDE AND BAG A DOUBLE CENTURY OF FUNKY MONKEYS.

APE ESCAPE

PART 1



LEVEL 1 THE LOST LAND: FOSSIL FIELD

A predictably easy opening level. There are four monkeys, but you only need three to get into the next bit of the game. Grab your net, run up to each monkey and catch them. Simple. Or perhaps not. There's another fury fool on a cliff to the right of the field. Sadly you won't be able to snare him in your net until you've got your hands on the propeller.

LEVEL 2 THE LOST LAND: WETLANDS

Ready to get your wet? The first monkey's straight ahead of you over the bridge, so dive into the water. You'll see the second one as you pop up for air. There's a third gibbon on the right-hand cliff through the tunnel and a fourth

over the water opposite that cliff. Again you'll need the propeller to catch the fifth monkey who's holed up on the cliff to the right, just before you go through the tunnel. Diving from here sends you so far under water you'll espdy another baboon to bag with the water net.

LEVEL 3 THE LOST LAND: DINOSAUR AREA

Clock the entrance as you amble up the slope, but don't go in. Instead hang a left for the first few monkeys. There's one near the waterfall, another one tucked behind it and another under the pterodactyl's eggshell.

Head through the tunnel until you disturb the dinosaur with a

through the doorway by the entrance and you'll be locked in a cage. Fire off a pellet at the switch on the other side to release yourself, then fire away at the monkey riding the dinosaur. Snatch him up when he falls off and you're done.

LEVEL 4 MYSTERIOUS AGE: THICK JUNGLE

The monkeys are starting to get a little elusive now, but your monkey radar should help you out a little. The first chimp is holed up in the third wasps' nest on the left. Ignore any doors in the area and scoop up all the monkeys in the main area. There's one hanging from a tree, and another perched on a post. Don't get hit by the lasers though.

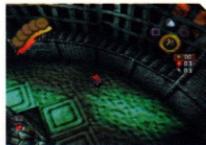
Hop in the water; monkey paddle through the tunnel to the dinghy and row over to the pier. Spot the wooden post? Clamber up for another monkey, hop back in the boat and head for the wooden wheel. A quick slap with the oar

monkey on his back (so that's why they all died out...) Spook him and he'll charge towards you losing the chimp in the process. Bag him. Level cleared now except one hidden up in the corner.

Again you won't be able to get the final chap until you've got hold of the slingshot shooter. Dart



APE ESCAPE



opens up the gate and allows you to jump through into the water and catch the monkey on the grass ahead. Finally, you'll find another gibbon in the campsite at the top of the tree trunk bridge.

Again, you'll need the propeller to complete this level. Head for that door near the entrance and use the bouncy platform to bounce across to the monkey on the grass. Jump in the river and swim up the tunnel without the post markers. Whack the monkey that tries to escape in the blimp thrice with your staff. There's another ape dangling from the tree to your right. Use the catapult to knock him down, then use the propeller to get up into the cliffs for the final monkey by the campsite.

up the stairs towards the building at the top. Inside you'll find a brown square that drops you down to more water-based antics. Dive in and keep out of sight of the monkey, swim to the bridge round the corner and sneak up on him from behind. Head back up the lift and leap across to the mainland and the big round building. Just past the little purple devils you'll find a monkey lying in wait, grab him, leap over the trap door and let the monkey drop you down below. There's a moving platform to cross, a monkey on the other side and platforms to negotiate for another baboon. Eventually you'll see a monkey at the top of a slope. You'll have to bag him to get back through to the main section, where you'll find another chimp waiting outside.

One you've picked up the propeller, come back here to get the leftovers. One's straight ahead, then hop over the wall with the propeller and bag the monkey in the middle. You'll find another little chap operating wind generators in the big hall to the left and another one on the thin ledge up above. There's another one skulking around at the building at the top of the floating columns, bag him and fall off to the left of the top column. Far from dying, you'll land on a cheeky little platform, where a monkey's sat beatifically.

LEVEL 6 MYSTERIOUS AGE: MYSTERIOUS RUINS 2

Make a leap over the barrels then push the block to open a gate and catch the monkey. There's a hole in the wall through which you'll see a red switch. Whack a pellet over with the catapult and walk over the bridge which appears, then jump on to the moving platform and shoot at the switch on your left. The next bridge leads to another furry fellow.

Head back and walk



LEVEL 5 THE MYSTERIOUS AGE: MYSTERIOUS 1

A large part of this level is blocked off unless you've got that handy propeller. First grab the monkey waiting outside the circle and head



TOP SECRET



left over the bridge. Kill everything in your way with a few strikes of the staff and smack the switch on the right to open the door. There's a switch inside, hit it to catch the monkey, then head back out and hit the other switch for another gibbon. Ignore the door ahead and walk left to the cog where a staff strike will bag you another choice chimp.

Coming back here with the propeller and the remote control car will mean you can get through the other door and grab the



remaining fur balls. Drive the car through the gap in the green cage up ahead and you'll stumble across an easy catch. Then you'll have to clamber up the pool across the water to the top and use the propeller to float across to the tower ahead for the ultimate monkey. Walking through here brings you to another platform with a switch behind pane of glass. A hefty wooden club comes in handy...

LEVEL 7 PRIMITIVE OCEAN: CRAGGY BEACH

This is dead simple. Four monkeys are on the beach. Two are frolicking, another's on a sun bed and another's lying on the hammock. Through the entrance you'll find the fifth sitting on the other side of the metal bridge.

Completion of this level, of course, requires three more monkeys. The first is over the metal bridge in a flying ship, the second is sitting on a high ledge on the other side of the bridge. Use the propeller to get over there. You'll need the dash hoop for the next bit. Head through the door across the bridge and hit the wheel inside, that'll open the door. Spin the dash hoops through the croquet hoops for the final monkey.



LEVEL 8 PRIMITIVE OCEAN: PRIMITIVE OCEAN

Hi the monkey on the back of the shark and catch him when he falls off, then swim through the gap on the right and hop on to the first platform and on up into the beanstalks. A monkey is holed up on the grass above, bag him and jump back into the water. Wander up the slope to your left and hit the wheel, before using the dash hoop to speed over the bridge and catch the chimp there. Jump back into the water and catch the swimming monkey then keep on paddling straight and catch the monkey on the other side.

LEVEL 9 PRIMITIVE OCEAN: GARBURIN'S ISLAND

Fire a pellet at the monster and amble through the gaping maw. The first monkey's up the ramp on the left, just watch out for the barrels. Hop down off the ramp and through the door on the right. Head through the level to the fury tonsil and whack it with pellets to turn on the lift. Now you'll have access to a tunnel that leads to a canyon and a couple of monkeys. Use the catapult to stun them, then scoop them in the bag.

Standing on the switches in the opposite tunnel operates the doors, but you'll need the dash hoop to get through in time to bag the last pair of chimps.

Of course, that's not the last of the critters in the level. Come back here with the propeller and the car and use the propeller to get up on to the ship. Bag the gibbon there and head back to the mainland where you can shoot through the door. There's a monkey round the corner, grab it and head back into

APE ESCAPE

the monster's mouth. Drive your car into the cube to lure a monkey out, then turn and jump into the cave for another. Your penultimate monkey is inside the monster's belly, dangling from a hairy tonsil. Shoot him down with the catapult and he's yours.

LEVEL 10 THE ICE AGE: ICE LAND

The first thing you see in Ice Land is a snowman out to clobber you. Whack him and head towards the igloos where you'll find a pair of monkeys. Spin round and jump on the pole, smash the ice and bag the monkey hiding in the frost. Back on the snow you'll have to deal with the mammoth patrols. Bag the monkey on the first woolly bear and head under the arch, up the slope and hit the big wheel at the top. Jump on the lift and catch a fourth monkey on the ledge to the right. Hop back on the lift and jump to the other ledge to get your penultimate gibbon. Now there's only one more to grab. Come back here with the propeller to pick up the one on the top of the arch.



LEVEL 11 THE ICE AGE: SLIDE DOWN THE MOUNTAIN

At last! You've got the propeller. Hover over the drop and head into the room where two monkeys are sitting at the table. Grab them and hover to the top of the mountain for another gibbon. Head through the door, up the stairs and you'll see a monkey running away. Jump in the pool and bag him, then catch the other monkey on the platform to the right. Use the prop to get him, jump down and head up the slope, avoiding the snowball but catching the chimp at the top. The door on the left leads to a lake and an island you can reach with the dinghy. Once there, a chimp tries to escape in a flying ship. Shoot him down and head over to the land on the left. Bag another chimp in a flying ship and tiptoe across the thin walkway for another. Your final baboon's in a cave to the right, but you'll need to dive under water to get to it.

LEVEL 12 THE ICE AGE: SPA OF APE

The first monkey's down in the gap beneath you. Once you've caught him, dive beneath the waterfall for another one and jump out of the water and up to the raised platforms. Hover your way to the top and use the dash hoop to run across the falling bridge for the monkey on the other side. Follow the path around, and hover off the ledge on your left, for the third.

Back at the bottom of the mountain, head through the door and shoot the bears to break the ice. Take first left, then left again and bag the monkey at the end. Flick the switch and make two left turns for your final chimp.

LEVEL 13 CIVILISATION: WABI SABI TEMPLE

Go upstairs, and bag all three monkeys, then head through the door of the main building. Grab the gibbon by the table and the simian on the statue. Shoot the one on the roof and drop down the well for the sixth.

Clamber up the cabinets on the right and hover over to the walkways for a pair of chimps. Drop down the well again and jump across the pillars to the left until you reach the red switch. Smack it to open a hidden room and your final monkey.

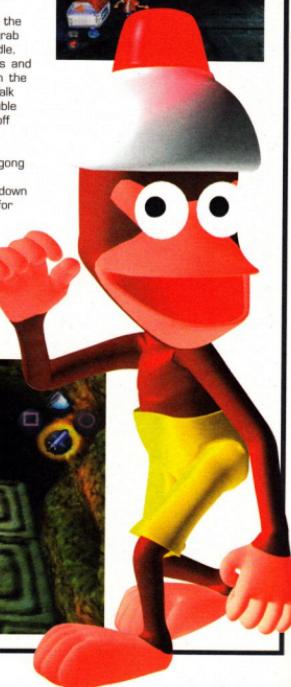


LEVEL 14 CIVILISATION: THE GREAT WALL

Use the moving platform and the first platform on your right to reach the first monkey. Follow the wall around to the door and grab the three monkeys in the middle. Head through the double doors and hit the switch on your left with the catapult to operate the lift. Walk round the wall at the top, double jump over the logs and drop off the tower on to the grassy platform for a monkey.

Back in the tower hit the gong with your catapult to bag the gibbon in the flying ship. Hop down the hole, then down the pole for another, then make your way back to the lift which leads to your last monkey. You'll find the final prize just outside the double doors ahead.

More ape japes next issue in Part Two...



TOP SECRET

NEXT MONTH...
APE ESCAPE PART 2



DOWN LOADING

GTA TOPS MR CHARTS, SOLID SNAKE TAKES ON MRS A-Z, RIDGE GETS AN UNDESERVED SLAPPING IN FEEDBACK, SPEED FREAKS LINES ITSELF UP FOR A COVER AND DEMO DOUBLE WHAMMY AND JOCK ROCKERS TRAVIS BANG ON ABOUT TOMB RAIDER. 'TIS DOWNLOADING!

124 CHARTS



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126 A-Z OF GAMES

136 BACK ISSUES

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148 FEEDBACK

152 NEXT MONTH

154 JUST THE FAX



GAME

CHARTS

Summer breezes make us feel fine, and all manner of seasonal sports are storming the charts. From daisy-clipping, cricketing antics to Wimbledon wannabees buying up copies of *Actua Tennis*.

Aside from the leap to buy up the *GTA* bargain-of-the-month, the top pairing of *Ridge* and the *Solid* are still going strong. It'll take some kind of game to squeeze between that pair, and even then it would be stuck between a rock and a very hard man indeed.

Lastly, as Janis Joplin said, "Oh Lord/ Won't you buy me/A game that's definitely not that blasted *Rugrats* thing..."



1 (3) GTA Double Pack Take 2

"Cue blimy, ain'tcha innit, it's a right old cockerny knees up rehnd 'ere..." As if the crime rate in London isn't high enough already, Take 2's double pack's a steal.



2 (1) Ridge Racer Type 4 SCEE

Hook the caravan up to the back of your *Assoluto* and cruise through fragrant mountain trails. Obey the speed limit not at all.



3 (2) Metal Gear Solid Konami

Snake's alive! That is, he should be if you've mastered the Zen art of walking on tiptoes. There's a heart of darkness on the edge of Alaska...



4 (19) Brian Lara Codemasters

The satisfying smack of leather on willow, tainted a touch by England's dismal performance. A little dickie bird told us it's really rather good.



5 (6) Rugrats THQ

A game about unhygienic rodents that inhabit old men's wigs. Not really. That would at least be halfway entertaining. Which this isn't. At all.

6 (13) C & C Retaliation	Virgin
7 (7) Premier Manager '99	Gremlin
8 (23) Knockout Kings	EA
9 (5) FIFA '99	EA
10 (9) A Bug's Life	SCEE
11 (28) Resident Evil 2	Virgin
12 (14) Tomb Raider III	Eidos
13 (4) Warzone 2100	Eidos
14 (21) Populous The Beginning	EA
15 (16) Crash Bandicoot 3	SCEE
16 (11) Marvel Vs Street Fighter	Virgin
17 (27) Pool Shark	Gremlin
18 (8) Civilization II	Activision
19 (12) UEFA Champions League	Eidos
20 (18) TOCA 2 Touring Cars	Codemasters
21 (37) Gex: Deep Cover Gecko	Eidos
22 (17) Need For Speed: Road Challenge	EA
23 (20) Spyro The Dragon	SCEE
24 (26) 4 PlayStation Megapack	Acclaim
25 (36) Point Blank	SCEE
26 (INE) R-Type Delta	SCEE
27 (33) Triple Play Baseball	EA
28 (RE) Theme Hospital	EA
29 (24) Tenchu	Activision
30 (RE) Actua Tennis	Gremlin
31 (RE) Music	Codemasters
32 (35) Bust-A-Move 4	Acclaim
33 (RE) Cool Boarders 3	SCEE
34 (RE) Tiger Woods '99	EA
35 (38) Rollcage	Psygnosis
36 (RE) Colony Wars: Vengeance	Psygnosis
37 (INE) Hard Edge	Sunsoft
38 (29) KKND: Krossfire	Infogrames
39 (30) Colin McRae Rally	Codemasters
40 (32) Wing Over 2	JVC

GAME

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VALID FROM 12 JULY TO 5 AUGUST 1999

PSM RECOMMENDS

V-RALLY 2 (PSM47 - 10/10)



Slip, slide, slip, slide, slide some more. Oops there goes the back end, roll out the barrels. Haven't got time to look at the scenery, but am sure it's very nice. Look out for the rocks...

SYMPHON FILTER (PSM47 - 8/10)



Place gauze over tube, insert into container full of liquid and suck, ergo *Syphon Filter*. It's a sneak 'em up, you're the filter, unwelcome agents are your target.

APE ESCAPE (PSM47 - 9/10)



Gorillas have been mythed. Strap on your analogous paddle and track the fellows down. Be warned, they're not simple simians. More like problematic primates.

PRO 18 WORLD GOLF (PSM46 - 8/10)



Anyone for tee-ness? Most of us at PSM get hay fever, so indoor golf relieves us of a world of eye dribbling. Do wish people wouldn't wear plus fours to work though...



A grey and white carrot cruncher that walks and talks with attitude? Who else could it be?

Semingly boundless energy, wacky attitude, supersuave image... Bugs Bunny is a legend in his own lun치time. Created in 1940 by Ben Hardaway, Bugs has been nominated for three Academy Awards, actually winning one in 1958. No surprise then, that he has also been the star of countless videogames, games that have been guaranteed success thanks to Bugs Bunny's endearing character and enduring popularity. Infogrames are the latest publisher to jump on the Looney Tunes bandwagon with *Bugs Bunny: Lost In Time - Bugs' First outing on the PlayStation*.

With more sites than a London bus tour, Bugs' fan base makes *South Park* look like the animated amateurs they are. The Web holds almost limitless images for your perusal, products for your purchase and pages to pick.

For something guaranteed to make you the life and soul of any party (well, ish), take a gander at the cartoon karaoke section of the **official Warner Brothers site**, which also lists information about

the company's films. There's even more animated antics over at www.looneytunes.com, where you can play Shockwave games, check out the hot spots and listen to the original Superman radio broadcasts. Maybe...

Over at **Melissa's Bugs Page** you can gaze in awe many of the most famous moments from his cartoons at a glance. Other sites look into the more political connotations of some of Bugs' cartoons and how they reflect on circumstances at the time of production. Sight gags, slapstick, sublime animation, sociological dissection... Bugs Bunny: a 24-carat star. **Catherine Channon**

WHAT'S UP DOC? CHECK THESE OUT...

Official site: www.warnerbros.com

All your Looney Tunes faves:

www.looneytunes.com

Melissa's Bugs Page: www.dragg.net/users/pennywits/bugs/bugs.htm

The full story of **Tex Avery's animation:**

www.texavery.com/story

A must for any swingy party: www.warnerbros.com/karaoke



[Looney Tunes Song Book](#)



It sings! It dances! It's got rabbits in it! It's the **Bugs Bunny cabaret!** Hmm...



DIRECTORY

Acclaim 0171 344 5000

www.acclaimanimation.com

Moreau House, 112-120 Brompton Road, Knightsbridge, London, SW3 1JJ

Activation 01895 456 700

www.activation.com

Gemini House, 133 High Street, Yiewsley, Middlesex UB7 7QL

Bullfrog 01483 579 399

www.bullfrog.com

The Mana House, Unit 1A, Guildford Business Park, Guildford, Surrey, GU2 5AG

Code masters 01926 814 132

www.codemasters.com

Stoneythorpe, Southam, Warwickshire CV33 0DL

Core Design 01332 297 797

www.core-design.com

55 Ashbourne Road, Derby DE22 3FS

Eidos 0181 636 3000

www.eidos.co.uk

Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, London SW19 3RU

Electronic Arts 01753 549 442

www.ea.com

90 Heron Drive, Langley, Berks, SL3 8XP

Fire Int. Ltd 01302 325 225

www.f3-players.co.uk

Unit 15, Shaw Wood Business Park, Shaw Wood Way, Doncaster DN2 5TB

Gremlin 0114 263 9900

www.gremlin.co.uk

The Green House, 33 Bowden Street, Sheffield, South Yorkshire S1 4HA

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www.grolier.co.uk

60 St Aldates, Oxford, OX1 1ST

GT Interactive

www.gtinteractive.com

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Interplay 01628 423 666

www.interplay.com

Harleyford Manor, Harleyford, Marlow, Bucks SL7 2DX

JVC Interactive 0171 240 3121

www.jvc.com

44 Wellington Street, Covent Garden, London WC2E 7BD

Konami 01895 853 000

www.konami.co.uk

Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex, UB8 2QE

Mandscape 01293 651 300

www.mandscape.com

Tilgate Forest Business Park, Elm Park Court, Brighton Road, Crawley RH11 9YP

Ocean/Infogrames 0161 827 8000

www.infogrames.com

21 Castle Street, Castlefield, Manchester M3 4SW

Psynopsis 0151 282 3000

www.psynopsis.com

Napier Court, Stephenson Way, Wavertree Technical Park, Liverpool L13 1HD

SCEE 0990 998 877

www.playstation-europe.com

PlayStation Cariline, PO Box 2047, London W1A 3DN

Take 2 Interactive 01753 854 444

www.take2games.com

Hogarth House, 29-31 Sheet Street, Windsor, Berks SL4 1BY

Team 17 01924 267 776

www.team17.com

Longland House, Wakefield Road, Ossett, West Yorkshire WF5 9JS

Virgin Interactive 0171 551 0000

www.virgin.com

74A Charlotte Street, London W1P 1LR

PSM GAMES DIRECTORY

TOP FIVE SPORTS GAMES



ISS PRO '98

PSM24 - 5/10 - Football sim

We say: "ISS PRO '98 is the best football game you can buy."



EVERYBODY'S GOLF

PSM24 - 3/10 - Casual golf game

We say: "If you like your golf to be a bit of fun then you should try Everybody's Golf."



FIFA '99

PSM24 - 9/10 - Football sim

We say: "The pace and skill are married to a very intuitive control system."



NBA LIVE '99

PSM24 - 7/10 - Basketball sim

We say: "The best basketball sim. Exciting for the novice, absorbing for the die-hard."



ANNA KOURNIKOVA'S SMASH COURT TENNIS

PSM24 - 6/10 - Tennis sim

We say: "It's an arcade gem - pure genius."



BITE-SIZED MORSELS OF PSM REVIEWS STUFFED INTO NINE FACT-PACKED PAGES TO HELP YOU SORT THE GREAT FROM THE GARBAGE. THAT'LL BE THE A TO Z THEN...

A

ACE COMBAT 2

SCE - PSM22 - 5/10 - Flight sim
Fantastic, full-on flight action, but you can finish it in a day.

ACTUA GOLF

Grenline - PSM22 - 6/10 - Golf sim
The fluid player animation and commentary are great. Fore!

ACTUA GOLF 2

Grenline - PSM22 - 7/10 - Golf sim
Better graphics and new shots fail to hide basic gameplay limitations.

ACTUA GOLF 3

Grenline - PSM40 - 6/10 - Golf sim
A dated control system means this is a game for the full-on fan only.

ACTUA ICE HOCKEY

Grenline - PSM20 - 6/10 - Ice hockey sim
Very ordinary game with slow graphics and many minor niggles.

ACTUA ICE HOCKEY 2

Grenline - PSM45 - 6/10 - Ice hockey sim
Nice try, but EA's NHL series wins on realism alone.

ACTUA SOCCER

Grenline - PSM20 - 5/10 - Football sim
A slick and accomplished early bash at this overcrowded game genre.

ACTUA SOCCER 2

Grenline - PSM27 - 5/10 - Football sim
A hard game to master, but stick with it. A great footy game.

ACTUA SOCCER 3

Grenline - PSM20 - 5/10 - Football sim
Not enough moves and fails to convey the sport's flowing nature.

ACTUA TENNIS

Grenline - PSM30 - 5/10 - Tennis sim
The infinitely more fun Smash Court Tennis remains supreme.

ADIDAS POWER SOCCER

Ubi Soft - PSM40 - 6/10 - Football sim
The George Best of footy sims: wild, eccentric, but oh so captivating.

ADIDAS POWER SOCCER 2

Pythagoras - PSM28 - 7/10 - Football sim
There are better footy games around, but this has grit and flair.

ADIDAS POWER SOCCER INT.

Pythagoras - PSM17 - 5/10 - Football sim
New modes and more realistic team and player abilities. Not much else.

ADIDAS POWER SOCCER '98

Pythagoras - PSM23 - 5/10 - Football sim
Disappointing and often infuriating. Packed with minor glitches.

ADVENTURES OF LOMAX

Pythagoras - PSM13 - 5/10 - Platformer
Fine looking, but very old-fashioned. Would have been ace on the SNES.

AGILE WARRIOR

Virgin - PSM2 - 5/10 - Air combat sim
Rough and unpolished flight 'em up with a few redeeming features.

AIR COMBAT

SCE - PSM17 - 6/10 - Air combat sim
Flashy Namco arcade conversion. Too easy for unguided accalain.

AIR RACE

THQ - PSM22 - 7/10 - Racing/flight sim
Pleasantly surprising. Obvious faults, but robust, and packed with fun-filled.

AIR EVOLUTION GLOBAL

Acclaim - PSM45 - 7/10 - Strategy
Snappily titled Sim-City clone. Tomb Raider, No-nonsense adventure.

AKUJO THE HEARTLESS

Edens - PSM42 - 6/10 - 3D adventure
Snuggles between Doom and Tomb Raider. No-nonsense adventure.

ALIEN TRILOGY

Acclaim - PSM45 - 8/10 - Shoot 'em up
Pant-wettingly scary Doom clone with focus on intellect and agility.

ALL STAR SOCCER

Edens Interactive - PSM23 - 8/10 - Football sim
Comedy commentary tries to uplift this mediocre footy sim. It fails.

ALL STAR TENNIS

Edens Interactive - PSM23 - 7/10 - Tennis sim
Not great for the lone player, but with a Multi Tap should investigate further.

ALLIED GENERAL

Mindscape - PSM20 - 5/10 - War game
Dated, graphically hideous war game with few gameplay plus points.

ALONE IN THE DARK

Inferno - PSM2 - 9/10 - Action
One of the most picturesque and playable adventures around.

OL ALUNDRA

Pythagoras - PSM27 - 8/10 - RPG
Zelda for the PlayStation. Absolutely, compulsively addictive.

ANDRETTI RACING '97

EA - PSM17 - 7/10 - Racing sim
Varied, fun, but slightly clunky racer. Pales in comparison to the *Racing Racer*.

ANNA KOURNIKOVA'S SMASH COURT TENNIS

SCE - PSM46 - 8/10 - Tennis sim
Its styling and cruelty won't appeal to everyone, but it's an arcade gem.

APE ESCAPE

SCE - PSM47 - 8/10 - Platformer
The best platformer yet. Instantly amusing and enjoyable.

APOLCALYPSE

Activation - PSM41 - 8/10 - Shoot 'em up
Flawed, but has a *je ne sais quoi* that makes it stand out.

AREA 51

SCE - PSM27 - 5/10 - Shoot 'em up
A tedious, repetitive, unforgettably bad Time Crisis仿製品.

ARMoured CORE

SCE - PSM33 - 8/10 - Shoot 'em up
Engrossing, weapons-grade mech action and variable missions too.

ASSAULT

TES - PSM27 - 6/10 - Shoot 'em up
Tension-relieving blasting, but with aim problems and unfair deaths.

ASSAULT RIGS

Pythagoras - PSM2 - 7/10 - Combat maze game
Battle Zone-inspired, hunt-and-blitz with a great two-player option.

ASTERIX

Informations - PSM46 - 3/10 - Platformer/strategy
The most basic 3D punch-up is a Risk clone and a dull collect 'em up.

ASTEROIDS

Activation - PSM41 - 7/10 - Retro shoot 'em up
Fun and addictive, but never more than a blast from the past.

ATARI COLLECTION 2

64 - PSM28 - 5/10 - Retro collection
The best retro game compilation, but most games fail to hold their own.

ATLANTIS

Cryp - PSM49 - 5/10 - Point 'n click adventure
No looks or charisma. Try harder.

AUTO DESTRUCT

EA - PSM25 - 6/10 - Racing/strategy
Not all bad. Bones of the game are good but it soon becomes repetitive.

AZURE DREAMS

Konami - PSM2 - 7/10 - RPG
Intriguing but quirky. If it appeals to you, you'll be hooked for weeks.

B-MOVIE

64 - PSM46 - 8/10 - Shoot 'em up
Contains depth and manages to stay fresh despite its simple premise.

BALLBLAZER

EA - PSM22 - 5/10 - Future spin-off of the ancient Commodore 64 title. Stick to footy.

BATMAN & ROBIN

Acclaim - PSM33 - 6/10 - Arcade/Adventure
Too many ideas, none of which come to anything worthwhile.

BATTLE ARENA TOSHINODEN

SCE - PSM47 - 8/10 - Shoot 'em up
Thisрапacious 3D punch-up is a title which still impresses.

BATTLE ARENA TOSHINODEN 2

SCE - PSM47 - 7/10 - Shoot 'em up
Disappointingly similar sequel which only adds extra graphical finesse.

BATTLE ARENA TOSHINODEN 3

SCE - PSM42 - 6/10 - Shoot 'em up
Marginally better than its prequel, but still no contender for *Tekken*.

Official UK PlayStation Magazine

BIG AIR

EA - PSM46 - 4/10 – **Snowboard sim**
The kind of game you'll only play when you're bored – very bored.

BIG HURT BASEBALL

Acclaim - PSM9 - 6/10 – **Baseball sim**
The visuals are really all that impress in this flawed sim.

BIO FREAKS

GS - PSM27 - 3/10 – **Beat 'em up**
Provides hearty laughter and blood-stained enjoyment. Good fun.

BLACK DAWN

EA - PSM13 - 3/10 – **Air combat sim**
Decent helicopter game with good visuals and challenging missions.

BLAM! MACHINEHEAD II

EA - PSM17 - 3/10 – **Roar 'n' shoot**
Nice-looking sci-fi blaster with the odd interesting touch.

BLAST CHAMBER

Actionism - PSM13 - 3/10 – **Puzzle**
Innovative and mentally challenging puzzle/beat 'em up crossover.

BLAST RADIUS

Peygones - PSM05 - 8/10 – **Shoot 'em up**
Thoroughly enjoyable arcade-style shoot 'em up.

BLASTO

SCE - PSM26 - 6/10 – **Adventure**
A cartoon cavalcade of insanity. If only it was faster...

BLAZE & BLADE: Eternal Quest

FunSoft - PSM41 - 6/10 – **RPG**
Nice try FunSoft, but not really practice doesn't cut the mustard.

BLOOD Omen: LEGACY OF KAIN

BMS - PSM17 - 7/10 – **RPG**
Ambitious yet limited hack 'n' slash affair riddled with small flaws.

BLOODLINES

SCE - PSM45 - 7/10 – **Future sports**
Hard and fast action in sports, but very little else.

BLOODY ROAR

Hyper Beast DUEL
Virgin - PSM29 - 8/10 – **Beat 'em up**
Lack of fighting-style variety, but heaps of strategy and a visual treat.

BLOODY ROAR 2: BRINGER OF THE NEW AGE

Virgin - PSM41 - 8/10 – **Beat 'em up**
A quick, responsive fighting machine with some strategy thrown in.

BOMBERMAN

Virgin - PSM47 - 7/10 – **Arcade game**
What's dull for one player is delicious for five.

BOMBERMAN FANTASY RACING

Virgin - PSM45 - 6/10 – **Arcade racer**
No amount of tricks can mask the awkwardness of your mounts. If only there was a four-player mode.

BOMBERMAN WORLD

SCE - PSM44 - 6/10 – **Arcade game**
Adequate, but has irritating control foibles. Good multi-player mode.

BOMBERMAN FORCE

JVC - PSM30 - 7/10 – **Shoot 'em up**
Kleks returns, but, despite some clever features, not real improvement.

BREAK POINT

Ocean - PSM13 - 7/10 – **Tennis sim**
Slightly over-complicated, but a good racket workout, nevertheless.

BREATH OF FIRE III

Virgin - PSM25 - 8/10 – **RPG**
Great-fun Japanese RPG. A cross between *Vandal Heirs* and *FFVII*.

BRIAN LARA CRICKET

Codemasters - PSM05 - 8/10 – **Cricket sim**
A well executed cricket sim and enjoyable to play. Still, Errr, still, etc.

BROKEN SWORD II

Virgin - PSM11 - 8/10 – **Adventure**
A beautifully crafted epic await with atmosphere and Parisian chic.

BROKEN SWORD III: THE SMOKING MIRROR

SCE - PSM27 - 8/10 – **Adventure**
One of the most atmospheric adventure games money can buy.

BUBBLE BOBBLE 2

Virgin - PSM02 - 8/10 – **Platformer**
Compelling gameplay. Cute graphics. Great longevity. Nuff said.

BUGGY

Gremlin - PSM09 - 8/10 – **Racer**
Fun, but ultimately lacks the kind of polish modern gamers demand.

BUG'S LIFE, A

SCE - PSM42 - 5/10 – **3D adventure**
Only that utterly embryonic will glean something from this family affair.

BUSHIDO BLADE

SCE - PSM29 - 8/10 – **Knife 'em up**
Not for the squeamish, but a welcome revamp of an old genre.

BUST A GROOVE

SCE - PSM39 - 8/10 – **Dance 'em up**
Almost to the point of being repetitive, but occasionally repetitive to play.

BUST-A-MOVE 2

Acclaim - PSM8 - 9/10 – **Puzzler**
Simple, yet infuriatingly addictive, Tetris-style puzzle. A new legend.

BUST-A-MOVE 3

Acclaim - PSM17 - 8/10 – **Puzzler**
The most addictive two-player game this side of chocolate.

BUST-A-MOVE 4

Acclaim - PSM06 - 8/10 – **Puzzler**
No improvement, but it's still a furiously addictive two-player game.

CARDINAL SYN

SCE - PSM33 - 8/10 – **Beat 'em up**
Quite cool, really, but too easy and not enough variety.

CARDINAGE HEART

SCE - PSM29 - 8/10 – **Combat strategy**
Intensely absorbing and addictive, but mainly demanding.

CASPER

SCE - PSM13 - 8/10 – **Puzzle game**
Cutesy exploration title with a few new twists.

CASTLEVANIA: SYMPHONY OF THE NIGHT

SCE - PSM26 - 7/10 – **Platformer**
Playable and vast, but lacking sparkle and proper 3D.

CHEESY

Ocean - PSM0 - 7/10 – **Platformer/adventure**
Old-fashioned and out-dated platform romp with unfortunate title.

CHESSMASTER 3D

Mindscape - PSM47 - 7/10 – **Chess sim**
Competent, nicely-presented chess title with classical soundtrack.

CHILL

Eidos - PSM22 - 6/10 – **Snowboarding sim**
Proficient snowboarding game, but it lacks anything innovative.

CIRCUIT BREAKERS

Mindscape - PSM33 - 5/10 – **Racing game**
Addictive, clever, considered top-down racing. Best with four players.

CIVILIZATION II

Actionism - PSM05 - 9/10 – **Strategy**
Incredibly addictive, involving and beautifully structured.

COLIN MCRAE RALLY

Codemasters - PSM03 - 8/10 – **Race car**
Compulsory purchase for racing fans.

COLONY WARS

Peygones - PSM2 - 7/10 – **3D**
Stunning and well-designed, if you're prepared to make the effort.

COLONY WARS - VENGEANCE

Peygones - PSM19 - 9/10 – **3D space combat**
A challenging and compelling space combat game. A top sequel.

COMMAND & CONQUER RED ALERT: REVENGEANCE

PopCap - PSM15 - 7/10 – **Real-time military strategy**
Red Alert fans will lap it up, but there's not much new here.

COMMAND & CONQUER RED ALERT: REVENGEANCE

PopCap - PSM15 - 7/10 – **Real-time military strategy**
Red Alert fans will lap it up, but there's not much new here.

CONSTRUCTOR

Acclaim - PSM44 - 8/10 – **Management sim**
You'll need a mouse to enjoy it, but two few titles have its depth.

COOL BOARDERS 2

SCE - PSM04 - 8/10 – **Snowboarding sim**
Detailed sports sim, supercool arcade racer plus wish-fulfillment.

COOL BOARDERS 3

SCE - PSM47 - 8/10 – **Snowboarding sim**
It could have been indispensable. As it is, it's merely excellent.

COURIER CRISIS

BMS - PSM07 - 8/10 – **Beat 'em up**
Loads of fun for half an hour, then utterly tedious.

CRASH BANDICOOT

SCE - PSM15 - 8/10 – **Platformer**
A bug, stylish and engrossing addition to a much-abused genre.

CRASH BANDICOOT 2

SCE - PSM27 - 8/10 – **3D platformer**
More of the same. Though still very pretty and great fun.

CRASH BANDICOOT 3

SCE - PSM40 - 8/10 – **3D platformer**
Crash's finest hour. Sheer brilliance.

CREATURE SHOCK

Data East - PSM4 - 7/10 – **Shoot 'em up**
An FMV experiment which fails as both game and visual experience.

Critical Depth

GS - PSM22 - 8/10 – **Shoot 'em up**
A decent-enough all-action game. Good fun on a rainy afternoon.

Criticom

Virgin - PSM2 - 7/10 – **Beat 'em up**
A challenging combat game that only reveals its depths with time.

CRUD

SCE - PSM25 - 7/10 – **3D platformer**
Superb graphics. The level design could be more imaginative, though.

CRUC 2

Fox - PSM46 - 8/10 – **3D platformer**
Better, bigger and prettier. Can be frustratingly difficult, though.

CROW: CITY OF ANGELS, THE

Acclaim - PSM16 - 5/10 – **Adventure**
Hopelessly out-of-date conversion of an equally poor film. Stay away!

CRUSADER: NO REMORSE

EA - PSM16 - 7/10 – **Adventure**
The quirky combat and raw graphics conceal a challenging game.

CRYPT KILLER

Konami - PSM18 - 6/10 – **Shoot 'em up**
Adequate, but not very memorable conversion of an arcade shooter.

CYBERIA

Interplay - PSM7 - 5/10 – **Adventure**
Pre-rendered storyboard adventure, which has always looked dated.

D

Acclaim - PSM4 - 8/10 – **Adventure**
A well-produced and engrossing experience which ends too quickly.

DARK FORCES

Virgin - PSM12 - 8/10 – **Shoot 'em up**
A lazy, dated Doom clone. The Force is certainly not strong in this one.

DARKLIGHT: CONFLICT

EA - PSM27 - 8/10 – **Space blaster**
Satisfying 3D shoot 'em up with a nod to Elite and bags of gameplay.

DARKSTALKERS

Virgin - PSM12 - 7/10 – **Beat 'em up**
A sound enough beat 'em up but no Street Fighter Alpha.

DARK STALKERS 3

Virgin - PSM45 - 8/10 – **Beat 'em up**
Will appeal to the hardcore fight fan.

DARK STALKERS 3

Virgin - PSM45 - 8/10 – **Beat 'em up**
A sound enough beat 'em up but no Street Fighter Alpha.

DEAD BALL ZONE

St - PSM33 - 8/10 – **Future sports**

TOP FIVE SHOOT 'EM UPS

DUKE NUKEM: TIME TO KILL
PSM18 - 5/10 – **3D shoot 'em up**
A brilliant world piece of well-crafted, video game fun."

FINAL DOOM
PSM12 - 8/10 – **3D shoot 'em up**
We say: "You can never get enough of this brilliant game."

TEMPEST X
PSM15 - 8/10 – **Shoot 'em up**
We say: "This is one of the best shoot 'em ups created on any format."

SYPHON FILTER
PlayStation - 8/10 – **Beat 'em up**
We say: "Replete with great features and engrossing set pieces."

TIME CRISIS
PSM22 - 8/10 – **3D arcade shoot 'em up**
We say: "Welcome to the best shoot 'em up partnership since Smith and Wesson."

PSM GAMES DIRECTORY

TOP FIVE RACERS/DRIVERS



V-RALLY 2

PSM47 - 10/10 - Racing game

We say: "It's all an round party six of a game. On, just buy this."



RIDGE RACER TYPE 4

PSM45 - 9/10 - Arcade racer

We say: "Those who are turned off by tuning engines will find their need for speed here."



GRAN TURISMO

PSM22 - 10/10 - Racing sim

We say: "Gran Turismo is the best racing game, ever."



DRIVER

PSM42 - 9/10 - Car chaser

We say: "Gorgeous to look at and satisfying to play, this is right on perfect."



COLIN MCRAE RALLY

PSM25 - 9/10 - Arcade racer/racing sim

We say: "Colin McRae Rally will require all your concentration and wit to defeat it."

► A decent future sports game, but not as good as the 16-bit *Speedball*.

DEAD OR ALIVE

SCSE - PSM42 - 8/10 - Beat 'em up

Lots of polish and gameplay. Still

secondary to *Tekken 3*, though.

DEATHTRAP DUNGEON

Eidos - PSM21 - 8/10 - Adventure

Not a *Tomb Raider* beater, but a

solid, well-designed 3D romp.

DEFCON 5

SCSE - PSM42 - 8/10 - Action/strategy

Tense, atmospheric strategy-centred

shooter. Doom with a brain.

DESCENT

Interplay - PSM47 - 8/10 - 3D blaster

Surprisingly good conversion of a

great PC title. Huge and addictive.

DESCENT 2

Interplay - PSM47 - 7/10 - 3D blaster

An impressive sequel which suffered

through comparison to rivals.

DESTRUCTION DERBY

SCSE - PSM13 - 9/10 - Racer

Exhilarating crash-and-smash racer

let down by a few key faults.

DESTRUCTION DERBY 2

SCSE - PSM13 - 9/10 - Racer

A total visual and gameplay overhaul

of the original title. Brilliant stuff.

DEVIL DICE

SCSE - PSM47 - 7/10 - Strategy/

game puzzle

Eccentric puzzler that intrigues and

frustrates. Needs plenty of patience.

DIABLO

EA - PSM33 - 8/10 - RPG/Action

Fun blend of arcade action and RPG

- easy to play but not the best.

DIRT HARD TRAILGY

EA - PSM10 - 8/10 -

Arcade adventure

Three good games for the price of one.

Glitchy, but good value.

DISCWorld

SCSE - PSM47 - 7/10 - Adventure

Tough point 'n' click puzzle which

captures Pratchett's humour well.

DISCWorld 2: MISSING

SCSE - PSM42 - 7/10 - Adventure

If you're a Pratchett fan, buy it now.

If you're not, don't.

DISRUPTOR

Interplay - PSM13 - 8/10 - Shoot

'em up

Stunning scenery, slick looks and

design. A great alternative to *Doom*.

DIVER'S DREAM

Konami - PSM45 - 5/10 - Diving sim

A reasonable game that's over far

too quickly.

DOOM

ASCD - PSM42 - 8/10 - Shoot 'em up

The classic 3D blaster brought with

spooky brilliance to the PlayStation.

DRIVER

EA - PSM44 - 9/10 - Car racer

We say: "Gorgeous to look at and satisfying

to play, this is right on perfect."

► Gorgeous to look at and satisfying to play, this is right on perfect.

DUKE NUKEEM

EA - PSM42 - 8/10 - Shoot 'em up

Essential addition to your collection.

A supreme one-player game.

FIFA '97

EA - PSM15 - 7/10 - Football sim

A ho-hum game of football. Remains

the worst of the *FIFA* games.

FIFA '98: WORLD CUP

EA - PSM28 - 8/10 - Football sim

Superior playability and smart

graphics make this a surefire hit.

FIFA '99

EA - PSM40 - 8/10 - Football sim

Pace and skill are coupled with a

very instinctive control system.

FINAL DOOM

EA - PSM13 - 9/10 - Shoot 'em up

30 scary new levels and some visual

improvements. Essential.

FINAL FANTASY VII

SCSE - PSM26 - 10/10 - RPG

A brand-new standard of excellence for the PlayStation.

FLUID

SCSE - PSM26 - 7/10 - Interactive music

Relaxing post-club fare and otherworldly experience.

FORMULA 1

SCSE - PSM17 - 9/10 - F1 sim

A realistic and immensely playable

F1 racer.

FORMULA 1 '97

SCSE - PSM42 - 9/10 - F1 sim

Superior in every regard to the 1996

original. A racing game landmark.

FORMULA 1 '98

SCSE - PSM26 - 7/10 - F1 sim

It's 98 is no better than *F1 97*. It's

also no better than *F2...*

FORMULA KARTS: SPECIAL EDITION

Telstar - PSM10 - 7/10 - Racer

Great racer. Works well as a sim and as

an arcade experience.

FORSAKEN

Acclaim - PSM33 - 9/10 - Shoot

'em up

Striking, fun to play, but inadequate

for your craft lets it down.

FUTURE CUP: LAPD

EA - PSM42 - 8/10 - Shoot 'em up

Surprisingly addictive. Two-player

and single modes are excellent.

G-DARLUS

THQ - PSM37 - 7/10 - Shoot 'em up

Some good gameplay, but repetition

and enemy firepower mar it.

GEX

BMG - PSM44 - 7/10 - Platformer

Run-of-the-mill lizard-based jumper.

Lacking only in innovation.

GEX: 3D: ENTER THE GECKO

BMG - PSM26 - 8/10 - 3D platformer

Poisoned, handsome and fun.

Lacking only in graphics.

GEX: DEEP COVER GECKO

BMG - PSM43 - 7/10 - 3D platformer

Most of the same with knobs on,

but enjoyable nonetheless.

HEART OF DARKNESS

Infogrames - PSM34 - 7/10 - 2D adventure

Beautiful and cinematic, but with

fewed gameplay.

HEREREK'S POPPITO

Marushin Senki Corp - PSM4 - 6/10 - Puzzler

Japanese puzzler which fails to grab

the attention like *Buzz-A-Move 2*.

HERC'S ADVENTURES

Virgil Interactive - PSM26 - 7/10 - RPG/platformer

Entertaining intro to the RPG, though

really a platform game with puzzles.

TOP FIVE

RACERS/DRIVERS

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BMG - PSM26 - 8/10 - 3D platformer

Poisoned, handsome and fun.

Lacking only in graphics.

GEX: DEEP COVER GECKO

BMG - PSM43 - 7/10 - 3D platformer

Most of the same with knobs on,

but enjoyable nonetheless.

GLOBAL DOMINATION

SCSE - PSM32 - 7/10 - Shoot 'em up

Manga-inspired with robo-spiders

and oodles of explosions, of course.

GOAL STORM

Konami - PSM10 - 8/10 - Football sim

Dull and ugly-looking. Tough and

frustrating even for strategy buffs.

G-POLICE

Peyson - PSM42 - 8/10 - Strategy

Dull and ugly-looking. Tough and

frustrating game.

GRAN TURISMO

SCSE - PSM42 - 8/10 - Racing sim

Takes every other racer and

smells them squalling to the pits. Now

on *Platinum*, it's high on

GRAND THEFT AUTO: LONDON 1969

Take 2 - PSM46 - 7/10 - Crime sim

Does nothing new and has

content than the original.

GRANSTREAM SAGA

SCSE - PSM42 - 8/10 - RPG

Intriguing and frustrating by turns.

Enjoyable to play. For a short while

GUNSHIP 2000

Microprose - PSM4 - 8/10 - Shoot

the world

immersive helicopter flight sim with

HERCULES

SCEE — **PSM41** — 6/10 — Platform adventure game
A fun, but short-lived experience that will appeal to younger players.

HEXEN

GT — **PSM19** — 6/10 — Shoot 'em up
Sword and sorcery-inspired *Doom* shenanigans. Challenging but dated.

HI-OCTANE

EA — **PSM3** — 6/10 — Racing game
Another futuristic racer which tries to match *Wipeout* but doesn't.

IMPACT RACING

JVC — **PSM9** — 5/10 — Driving/
shooting sim
Limited arcade racer which excites initially, but soon becomes tiresome.

IN THE HUNT

THQ — **PSM7** — 5/10 — Shoot 'em up
Ye old 2D shooter. Flawed and withered but challenging for a while.

INDEPENDENCE DAY

EA — **PSM21** — 4/10 — Shoot 'em up
As tacky and inept as the film, but not half as much fun. Pointless.

INTERNATIONAL TRACK & FIELD

Konami — **PSM6** — 8/10 — Sports sim
Aching fingers aside, a brilliant addictive multiplayer sport frenzy.

ISS DELUXE

Konami — **PSM15** — 8/10 — Football sim
Dated graphics try to ruin a very playable game and thankfully fail.

○ ISS PRO '98

Konami — **PSM26** — 8/10 — Football sim
Inconsistent yet immensely playable footy title. One of the finest.

KLONOS DOOR TO PHANTOMTILE

Virgin — **PSM17** — 7/10 — Platformer
Rivalled only by *IFA '99*. It's a close call but *ISS Pro '98* is better.

J**JEREMY McCARRATH SUPER CROSS**

Acclaim — **PSM33** — 6/10 —
Motorbike racing

Let down by sub-arcade controls. Could have been a hit.

JEKYLL & HYDE

EA — **PSM27** — 8/10 — Platformer
Nothing new, but huge, colourful and morish.

JET RIDER

SCEE — **PSM17** — 7/10 — Racing game
A complex, quirky racer which lacks the sensationalism of *Flx* or *Wipeout*.

JET RIDER 2

SCEE — **PSM20** — 8/10 — Racing game
Great bikes and physics, but the courses don't match its ambition.

JOHNNY BAZOOKATONNE

US Gold — **PSM4** — 6/10 — Platformer
Patience-baiting platform title with enough charm to keep you playing.

JOHNNY LOMU RUGBY

Codemasters — **PSM19** — 7/10 — Shoot 'em up
Not as big as the man himself, but it's challenging if you persevere. Fair just short of greatness.

JUDGE DREDD

Gremlin — **PSM27** — 4/10 — Shoot 'em up
Lovely smooth graphics, but ultimately disappointing.

JUMPING FLASH

SCEE — **PSM1** — 8/10 — Platformer
Original stab at the genre which impresses unless played to death.

JUMPING FLASH 2

SCEE — **PSM12** — 8/10 — Platformer
Better 3D visuals than the first, but still too easy.

○ KENSEI: SACRED FIST

Konami — **PSM41** — 9/10 — Fighting game
Tekken 3 is safe at the top of the scrapheap, but this comes closest with great detail and depth.

KING'S FIELD

SCEE — **PSM19** — 8/10 — RPG
Horrible to look at, but an absorbing and addictive RPG.

KKKD: KROSSFIRE

Infogrames — **PSM45** — 6/10 — Strategy/war game
A half-hearted real-time strategy game. There's nothing here that we've seen before.

KNOCKOUT KINGS '99

Infogrames — **PSM17** — 7/10 — Boxing sim
The top boxing sim at the moment, just knocking out *Victory Boxing* 2 in the last round.

KONAMI OPEN GOLF

Konami — **PSM22** — 5/10 — Golf sim
The lack of polish, innovation or fun made this an average title.

KRAZY IVAN

Psygnosis — **PSM3** — 7/10 — Shoot 'em up
As slick as an erm, oil slick but it sticks around for far less time.

KUKLA WORLD

SCEE — **PSM37** — 8/10 — Puzzler
Excellently crafted and original. The gameplay can be frustrating — but that's probably the point.

KURUSHI

SCEE — **PSM4** — 9/10 — Puzzler
You could be an environmental mental workout to let down by a below average two-player option.

MACHINE HUNTER

Edens — **PSM2** — 7/10 — Shoot 'em up
Invading Gauntlet clone which doesn't break much new ground, but it's fun.

L**LEGEND**

FunSoft — **PSM40** — 6/10 — Cheap 'em up
Seasoned gamers may find it limiting but its purity has a certain beauty.

LEGEND OF KARTIA

Konami — **PSM47** — 6/10 — RPG
There's a great deal of depth in this solidly-constructed adventure.

LEMMING'S COMPLAINT

SCEE — **PSM1** — 8/10 — Arcade puzzle
The classic puzzle game given a 3D facelift for the 32-bit generation.

LIBEROGRANDE

SCEE — **PSM40** — 7/10 — Football sim
Selfless sacrifice. The choice for the purer footy purist...

LIFE FORCE TENKA

Psygnosis — **PSM18** — 7/10 — Shoot 'em up
Monotonous gameplay, incoherent design. A bit dull, in other words.

LITTLE BIG ADVENTURE

EA — **PSM19** — 6/10 — Arcade adventure
A classic that retains its charm, if you get hooked you'll keep playing.

LIVE WIRE

SC — **PSM2** — 7/10 — Puzzler
A few too many extra features, but fun nonetheless.

LOADED

Gremlin — **PSM2** — 7/10 — Shoot 'em up
Marvellous lighting effects and frantic action, but soon gets repetitive.

LONE SOLDIER

SCEE — **PSM10** — 8/10 — Shoot 'em up
An amazing conversion set less this blaster down. It was only mildly addictive in the first place, though.

LOST VIKINGS 2

Gremlin — **PSM19** — 7/10 — Platformer
Old-fashioned multi-character puzzle. Still playable, even now.

LOST WORLD

EA — **PSM24** — 3/10 — Platformer
Looks lovely, but the odd controls and often poor level design annoy.

LUCKY LUKE

Infogrames — **PSM33** — 6/10 — Comic platformer
Fun children's title, plenty to look at and the levels are interesting.

M**MACHINE HUNTER**

Edens — **PSM2** — 7/10 — Shoot 'em up
Invading Gauntlet clone which doesn't break much new ground, but it's fun.

MADDEN '97

EA — **PSM11** — 8/10 — American football sim
A fine title in the *Madden* series and a great sim in its own right.

MADDEN '98

EA — **PSM26** — 8/10 — American football sim
Even better than the last, though the graphics are disappointing.

MADDEN NFL '99

EA — **PSM28** — 8/10 — American football sim
The American football game that will appeal to anyone, the best yet.

MAGIC CARPET

EA — **PSM5** — 8/10 — Adventure
Bullfrog's typical originality and flare triumph again. An absorbing treat.

MARVEL SUPER HEROES

Virgin — **PSM29** — 8/10 — Beat 'em up
2D beat 'em ups live! At least, a decent comic title.

MARVEL SUPER HEROES VS STREET FIGHTER

Virgin — **PSM45** — 5/10 — Beat 'em up
Playability, variety and strategy have all been sacrificed on the altar of superhero worship.

MAX POWER RACING

Infogrames — **PSM42** — 7/10 — Racing game
It feels unfinished and slapdash, and is no competition for *Gran Turismo*.

MOK

Interplay — **PSM27** — 8/10 — Third-person Master
A groundbreaking blaster for its time. Intelligent and fun.

○ MECHWARRIOR 2

Activision — **PSM18** — 8/10 — combat strategy
Gripping PC conversion which ups the action ante with great effect.

MEDIEVIL

SCEE — **PSM38** — 7/10 — 3D adventure
A lot of imagination. Plenty to enjoy, but you will get frustrated.

MEGAMAN LEGENDS

Virgin Interactive — **PSM43** — 7/10 — Action RPG
Combines 3D action, role-playing and lava, and so is likely to hook anyone willing to give it a chance.

MEGAMAN X4

Virgin Interactive — **PSM43** — 7/10 — 2D shoot 'em up
Likely to provide more challenges than most platformers, but it's essentially just more *Megaman*.

MEN IN BLACK

Gremlin — **PSM33** — 4/10 — Adventure
Dull, drab, slow and frustrating. Avoid avoid avoid, avoid.

○ METAL GEAR SOLID

Konami — **PSM42** — 10/10 — Shoot 'em up
The best game ever made. Unlike any other game ever made, Unputdownable and unforgettable.

WILD ARMS

PSM17 — 8/10 — RPG
We say: "Wild Arms is simply a superb role-playing game."

**TOP FIVE
ADVENTURES/RPGs**

Snakes don't hibernate in Alaska...
METAL GEAR SOLID
PSM42 — 10/10 — *Stealth/adventure*
We say: "The best game ever made. Unputdownable and unforgettable."

FINAL FANTASY VII
PSM26 — 10/10 — RPG
We say: "In the years to come they'll celebrate this as one of the all-time classics."

TOMB RAIDER 3
PSM40 — 10/10 — 3D adventure
We say: "A wee bit too difficult for the casual games, but it is marvellous."

WILD ARMS
PSM17 — 8/10 — RPG
We say: "Wild Arms is simply a superb role-playing game."

LEGEND OF KAIN: SOUL REAVER
PSM42 — 9/10 — 3D adventure
We say: "Gorgeous graphics, new gameplay tricks and near perfect structure."

PSM GAMES DIRECTORY

TOP FIVE PLATFORMERS



APE ESCAPE

PSM#7 - 9/10 - Platformer

We say: "The best platformers yet. Instantly amusing and enjoyable."



CRASH BANDICOOT 3

PSM#4 - 9/10 - 3D platformer

We say: "A must for established Crash fans and newcomers alike."



ODDWORLD: ABE'S ODDSYSEY

PSM#2 - 9/10 - Platformer

We say: "This game redefines the humble platformer, dragging it up to new heights."



PANDEMONIUM

PSM#4 - 9/10 - Platformer

We say: "Traditional elements have been blended to form a gamer's paradise."



JERSEY DEVIL

PSM#2 - 8/10 - Platformer

We say: "Platforming the way it used to be, but great platforming all the same."

MICKEY'S WILD ADVENTURE
SEE - PSM#7 - 7/10 - Platformer
Not particularly wild or indeed adventurous, but fun nevertheless.

MONKEY GRAND PRIX
Ubi Soft - PSM#4 - 7/10 - 11+ racing game
Cute, addictive racing action with almost never-ending appeal. Highly recommended.

MONKEY HERO
Tec - PSM#1 - 7/10 - Arcade adventure/RPG
Too simple for the average gamer, but will appeal to youngsters.

MONSTER TRUCKS
PlayStation - PSM#1 - 6/10 - Racing game
The lack of true driving feel makes this more of a monster.

MORTAL KOMBAT 3
E3 - PSM#2 - 8/10 - Beat 'em up
An admittedly fun conversion, but it now suffers in comparison to the likes of Tekken.

MORTAL KOMBAT 4
E3 - PSM#3 - 5/10 - Beat 'em up
The same old stuff trotted out with a fresh coat of pixels. Tedious.

MORTAL KOMBAT TRIOLOGY
E3 - PSM#1 - 7/10 - Beat 'em up
Fun fisticuffs, but out of the playground of the likes of Tekken. It's still good though.

MOTO RACER
EA - PSM#2 - 8/10 - Motorbike race
Gets the adrenaline pumping, and keeps it flowing.

MOTO RACER 2
EA - PSM#3 - 5/10 - Motorbike race
Let down by many niggles and annoyances. Good, but not great.

MOTOR MASH
Ocean - PSM#2 - 6/10 - Driving game
Pace, sense of humour and overall quality, but not on old idea.

MOTOR TOON GP2
SCEE - PSM#1 - 8/10 - Racing game
Gorgeous visuals and a wealth of course. Shaky handling though.

MOTORHEAD
Gremlin - PSM#2 - 8/10 - Arcade racing game
A true adrenaline rush of a game, with a bundle of interesting ideas.

MR DOMINO
JVC - PSM#4 - 8/10 - Puzzler
Unusual hero, unusual puzzle game. A highly rewarding, and original title.

O MUSIC: MUSIC CREATION FOR THE PLAYSTATION
Codemasters - PSM#4 - 9/10 - Music creation
Hundreds of hip loops and demos to fiddle with. An excellent game for the bedroom muso.

MYST
Acclaim - PSM#4 - 7/10 - Adventure
A game for thinkers. Luscious visuals and an engrossing storyline.



N20
Gremlin - PSM#3 - 7/10 - Shoot 'em up
Unadventurous and uninspiring, but essentially quite entertaining.

NAGANO WINTER OLYMPICS
Konami - PSM#2 - 8/10 - Sports sim
Rushed to get it out in time for the actual event. Dull, uninspiring.

NAMCO MUSEUM VOLUME 1
Namco - PSM#4 - 7/10 - Retro games collection
Arcade-perfect collection of seminal coin-op hits. Crude but fascinating.

NAMCO MUSEUM VOLUME 2
Namco - PSM#1 - 6/10 - Retro games collection
The likes of Galaxian and Xevious get the conversion treatment. A bit stale.

NAMCO MUSEUM VOLUME 3
Namco - PSM#2 - 6/10 - Retro games collection
Only Galaxian and Photon stand out in this coin-op history trawl.

NAMCO MUSEUM VOLUME 4
Namco - PSM#2 - 4/10 - Retro games collection
The penultimate title in the series sees only Onrushing truly shiny.

NAMCO MUSEUM VOLUME 5
Namco - PSM#3 - 4/10 - Retro games collection
Only Galaxian and Photon stand out in this coin-op history trawl.

NAMOTEK WARRIOR
Virgin - PSM#1 - 5/10 - Shoot 'em up
A little variation and a few more levels wouldn't have gone amiss.

NASCAR RACING
Sierra - PSM#1 - 4/10 - Racing game
Crosby serious driving sim which seriously fails to convince.

NASCAR '99
EA - PSM#3 - 5/10 - Racer
Tedious course design - abundantly average gameplay and plain dull.

NBA HANGTIME
EA - PSM#2 - 7/10 - Basketball sim
Competent enough, but so are all the rest. We demand better.

NBA IN THE ZONE
Konami - PSM#4 - 6/10 - Basketball sim
Moderately playable dribble 'em up. Okay, but Total NBA flattens it.

NBA: IN THE ZONE '99
Konami - PSM#4 - 5/10 - Basketball sim
A clear improvement in graphics, gameplay and realism.

NBA: IN THE ZONE '99
Konami - PSM#4 - 5/10 - Basketball sim
A smart interpretation of American football but tries nothing new.

NFL JAM EXTREME
Acclaim - PSM#4 - 7/10 - Basketball sim
Fun for one and two players, but not quite extreme enough for us.

Similar to the *Tournament Edition* in all but the smart new 3D visuals.

NBA JAM TOURNAMENT EDITION
Acclaim - PSM#1 - 8/10 - Basketball sim
Dodgy-looking but admittedly fast and playable coin-op hoop shooter.

NBA LIVE '96
EA - PSM#5 - 7/10 - Basketball sim
A moderately competent sim making realism with arcade acrobatics.

NBA LIVE '97
EA - PSM#5 - 7/10 - Basketball sim
A convincing sim that strays too much into management territory.

NBA LIVE '98
EA - PSM#2 - 8/10 - Basketball sim
Another year, another swanky EA update. Try turning it off: you can't.

NBA LIVE '99
EA - PSM#4 - 8/10 - Basketball sim

Not only is this the best in the NBA

Live series, but it's the best

basketball game you'll find.

NBA PRO '98
Konami - PSM#1 - 7/10 - Sports sim

Finely balanced sim that'll provide

hours of entertainment.

NEED FOR SPEED
EA - PSM#4 - 8/10 - Racing game

Rough-around-the-edges racer with an undeniably high fun factor.

NEED FOR SPEED 2
EA - PSM#2 - 5/10 - Racing game

Includes all the faults of the first title, but removes the fun element.

NEED FOR SPEED 3: HOT PURSUIT
EA - PSM#3 - 5/10 - Racing game

Great if you love car chases with the added bonus of an excellent two-player mode.

NEED FOR SPEED CHALLENGE
Electronic Arts - PSM#4 - 8/10 - Racing game

Entirely playable, even if it doesn't

have the power to compete with

Ridge 4.

NEWMAN HAB'S RACING
Playgen - PSM#3 - 8/10 - Racing sim

A great Indy Car adaptation of Phoenix F1 engine.

NFL BLITZ
EA - PSM#4 - 8/10 - American football sim

One of the most addictive and

playable sports games to appear.

NFL GAMEDAY
SCEE - PSM#6 - 7/10 - American football sim

The first American football game on

the PlayStation. Good fun, too.

NFL QUARTERBACK CLUB '97
Acclaim - PSM#16 - 8/10 - American football sim

A smart interpretation of American

football but tries nothing new.

NFL XTRIME
SCEE - PSM#9 - 6/10 - American football sim

Fun for one and two players, but not

quite extreme enough for us.

NHL '97

EA - PSM#13 - 8/10 - Ice hockey sim
A playable and visually superb hockey sim from EA.

NHL '98

EA - PSM#2 - 9/10 - Ice hockey sim
Fab graphics, gameplay and sound.

NHL '99

EA - PSM#3 - 8/10 - Ice hockey sim
Still the king of the sticks. Now more clever and more violent!

NHL FACE OFF

SCEE - PSM#4 - 8/10 - Ice hockey sim
A worthy addition to the diminutive ice hockey genre. Exciting and fun.

NHL FACE OFF '97

SCEE - PSM#4 - 8/10 - Ice hockey sim
Not much better than the first title, which makes it look a touch dated.

NHL FACE OFF '98

SCEE - PSM#4 - 8/10 - Ice hockey sim
A pack-wucking marvel of a game that finally competes against EA.

NHL POWERPLAY HOCKEY '96
Virgin - PSM#2 - 7/10 - Ice hockey sim

A sparkling of faults spoil this otherwise sturdy and playable effort.

NINJA: SHADOW OF DARKNESS
Eidos - PSM#7 - 6/10 - Slash 'em up
Competent but, robust, and feels rather rushed. Experienced gamers will soon tire of it.

NUCLEAR STRIKE
Virgin - PSM#2 - 7/10 - Strategy shooter

An intriguing and varied 'copter sim, blighted by a few key faults.

ODDWORLD: ABE'S EXODUS
65 - PSM#3 - 8/10 - Platformer
An enchanting game, but a bit too close to its predecessor.

ODDWORLD: ABE'S ODYSSEY
65 - PSM#4 - 8/10 - Platformer
Lovely to look at and check-off great ideas. An absolute joy.

O.D.T.
Playgen - PSM#4 - 8/10 - 3D adventure

A decent game with a fresh plot, but not very user-friendly - initially.

OFF WORLD INTERCEPTOR EXTREME
BMO - PSM#4 - 5/10 - Driving game

Tries to combine the 'sho'nuff and the bolts' with

OLYMPIC GAMES
US Gold - PSM#5 - 5/10 - Sports sim

Stumbles over the finishing line way behind *International Track & Field*.

OLYMPIC SOCCER
US Gold - PSM#4 - 8/10 - Sports sim

A realistic but accessible attempt at the footy genre. Plenty of depth.

OMEGA BOOST

SCIE – *PSM47* – 7/10 – Shoot 'em up
Will beguile you with its pretty exterior, before bewildering you with its old-school play.

ONE

ACG Games – *PSM20* – 8/10 – Shoot 'em up
Frantic, thrilling, gorgeous, thought-provoking, but too damn small...

OVERBLOOD

EA – *PSM21* – 8/10 – Adventure
An atmospheric opening gives way to an uninspiring adventure.

OVERBOARD!

Psygnosis – *PSM26* – 8/10 – Shoot 'em up
Bonkers 'em up with a duff save system. Nice codpiece anyway.

**PANTHEON**

BMG – *PSM14* – 5/10 – Platformer
Gorgeous platform romp. Derivative, but huge fun. A classic.

PANDEMOMIUM 2

BMG – *PSM27* – 8/10 – Platformer
Not the beast that its predecessor was, but still a gas.

PANZER GENERAL

Midcapse – *PSM4* – 8/10 – Strategy/
war game
The hexagonal graphics will put many punters off this playable title.

PAPPAPA THE RAPPER

SCIE – *PSM28* – 8/10 – Rap 'em up
One of the most original games ever. Great fun for sprags and adults.

PEAK PERFORMANCE

EA – *PSM30* – 8/10 – Racing sim
Ambitious but let down by the average game engine and graphics.

PENNY RACERS

SCIE – *PSM14* – 5/10 – Racing game
Cutesy racer which lacks that elusive driving feel. Abundantly average.

PET IN TV

SCIE – *PSM38* – 5/10 –
Tamatagotchi game
Too tedious for kids, and too unrewarding for adults.

PGA TOUR '96

EA – *PSM2* – 8/10 – Golf sim
A well-produced and thoroughly addictive golfing experience. Lacks variety of courses to compete today.

PGA TOUR '97

EA – *PSM12* – 7/10 – Golf sim
Offers more of the same, but is still a top-of-the-range golf game.

PGA TOUR GOLF '98

EA – *PSM28* – 7/10 – Golf sim
Worth a look if you don't have any of the others in the series.

PHAT AIR EXTREME

Snowboard
Fusetti – *PSM26* – 5/10 –
Snowboarding sim
Jerkily and disjointed controls provide little game satisfaction.

PHILOSOMA

SCIE – *PSM4* – 5/10 – Shoot 'em up
A jack of all shoot 'em ups which proves to be a master of none.

PITBALL

Time Warner – *PSM13* – 7/10 –
Futureotic sports sim
Difficult to get into but becomes fun with perseverance.

PITFALL: BEYOND

Activision – *PSM42* – 7/10 –
Retro platformer

A solid platformer that makes good use of the third dimension. Not for the easily frustrated.

PLAYER MANAGER SEASON '98 – '99

Inforgrams – *PSM4* – 8/10 – Football
management sim
A thoroughly enjoyable game that'll please stat fans. The best in its field.

PO'DED

Interplay – *PSM7* – 5/10 – Shoot
'em up
Glitchy conversion with a few good ideas but nowhere to put them.

POCKET FIGHTER

Virgin – *PSM2* – 8/10 – Beat 'em up
Proof that 2D beat 'em ups are actually a worthy alternative to polygonal pugilism.

POINT BLANK

SCIE – *PSM32* – 7/10 –
Shooting game
Not as impressive as *Time Crisis*, but has the same competitive gameplay.

POINT BLANK

SCIE – *PSM2* – 8/10 – Point sim
Masters the reality of pool, but lacks the diversity to ensure full-on fun.

POOL HUSTLER

Empire – *PSM20* – 8/10 – Pool sim
Successfully manufactures angle, pace, position and tactics. (Spot on).

POOP SHARK

SCIE – *PSM40* – 8/10 – Pool sim
Successfully manufactures angle, pace, position and tactics. (Spot on).

POPOULUS: THE BEGINNING

SCIE – *PSM44* – 8/10 – Strategic
Although it lacks the immediate fun of C&C, it will soon lure you in.

PORESCHE CHALLENGE

EA – *PSM19* – 8/10 – Racing game
Combines the exhilaration of an amateur jaunt with the realism of a good sim.

POWERBOAT RACING

Interplay – *PSM24* – 5/10 – Racing
sim
Tricky to play with jerky graphics.

POWER SERV TENNIS

Ocean – *PSM10* – Tennis sim
It wouldn't be worse if Cliff Richard sang in between games.

POV POY

Konami – *PSM37* – 7/10 – Chuck
'em up
Solo mode lacks spirit, but play it with friends and it won't disappoint.

POV POY 2

Konami – *PSM42* – 7/10 – Chuck
'em up
Worth a look if you don't have any of the others in the series.

PHAT AIR EXTREME

Snowboarding
Fusetti – *PSM26* – 5/10 –
Snowboarding sim
Jerkily and disjointed controls provide little game satisfaction.

As an update it is disappointing, but still very good multiplayer fun.

PREMIER MANAGER '98

Gremlin – *PSM23* – 7/10 – Football
management sim
The PlayStation is still waiting for a great football management sim.

PREMIER MANAGER '99

Gremlin – *PSM43* – 7/10 – Football
management sim
Fine for purists, but nothing new to offer above last year's effort.

PRIMAL RAGE

Time Warner Interactive – *PSM5* –
5/10 – Beat 'em up
Novelty dinosaur beat 'em up. Nice animation conceals extract gameplay.

PRO 18 WORLD TOUR GOLF

Psygnosis – *PSM46* – 8/10 – Golf sim
If you're looking for a good "serious" golf sim, you've found it.

PRO PINBALL: BIG RACE USA

Empire – *PSM42* – 3/10 – Pinball sim
Pointless and redundant as far as the PlayStation goes.

PRO PINBALL: THE WEB

Empire – *PSM20* – 7/10 – Pinball sim
Only offers one table, but sure plays a mean pinball (ahem).

PRO PINBALL: TIMESHOCK

Empire – *PSM20* – 7/10 – Pinball sim
Best PSX pinball sim to date, if too familiar and too expensive.

PROJECT OVERKILL

Konami – *PSM12* – 7/10 – Shoot
'em up
Sci-fi blast 'em all over the shop title with guns and gore aplenty.

PROJECT X2

Ocean – *PSM15* – 7/10 – Shoot 'em up
Sci-fi/steampunk old-skool 2D blaster. Still good for pent-up aggression.

PSYBAKED

Psygnosis – *PSM40* – 4/10 –
You! hoover-boarding game
Neither big nor clever. It tries to be the next hip hit and fails so声ally.

PSYCHIC DETECTIVE

EA – *PSM6* – 5/10 – FMV adventure
Interactive movie with the emphasis firmly on movie. Fun for a while.

PSYCHIC FORCE

Acclaim – *PSM20* – 7/10 – Beat
'em up
Standard stuff – apart from a truly brutal kickbox combat system that is.

PUMA STREET SOCCER

Inforgrams – *PSM46* – 3/10 – Football sim
You're far better off playing football down the pub. By yourself.

POWERBOAT RACING

Interplay – *PSM24* – 5/10 – Racing
sim
Tricky to play with jerky graphics.

POWER MOVE PRO

Activation – *PSM14* – 4/10 –
Wrestling sim
Lacks thrills and depth.

POWER SERV TENNIS

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It wouldn't be worse if Cliff Richard sang in between games.

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'em up
Worth a look if you don't have any of the others in the series.

POWDER

SCIE – *PSM27* – 7/10 – Shoot
'em up
Mindless fun for a time, but the new puzzles fall to pieces for long.

POWDER: COUNTDOWN TO CHAOS

EA – *PSM15* – 7/10 – Shoot 'em up
Scenario and control system lend weight, but we've seen it all before.

POWDER: COUNTDOWN

SCIE – *PSM27* – 7/10 – Shoot
'em up
A mammoth game. A classic. You must own this.

RELOADED

Gremlin – *PSM15* – 7/10 – Shoot
'em up
Mindless fun for a time, but the new puzzles fall to pieces for long.

RESIDENT EVIL

Virgin – *PSM28* – 9/10 – 3D adventure
Chilling, blood-drenched action mixed with fiendish puzzles.

RESIDENT EVIL 2

Virgin – *PSM27* – 9/10 – 3D adventure
A classic game that's every bit the equal of its illustrious predecessor.

Graphically impressive at the time, but lacking in innovative touches.

RAIDEN

Ocean – *PSM10* – Shoot 'em up
Seminal arcade blast brought home with accuracy. Dated, yes, but fun.

RALLY CROSS 2

SCIE – *PSM44* – 5/10 – Racing game
This enthusiastic racing game is definitely driving light.

RAMPAGE WORLD TOUR

EA – *PSM29* – 5/10 – Arcade game
A fair effort, but not every level is the same as the others.

RAMPAGE 2: UNIVERSAL TOUR

EA – *PSM46* – 5/10 – Racing game
More of the same. It's strange that the imagination and gameplay that '95 has played expert.

RAPID RELOAD

SCIE – *PSM17* – 6/10 – Racing game
Well-designed, but more of a novelty than a thrilling racing experience.

RASCAL

Psygnosis – *PSM27* – 5/10 – Platformer
Outstanding, inspiring, unispiring and impossible to control.

RAY STORM

Virgin – *PSM23* – 6/10 – Shoot 'em up
Fast, furious vertical scroll. Leaves the player breathless, but unfilled.

RED TRACER

SCIE – *PSM27* – 7/10 – Racing game
A fine arcade-style experience, which doesn't last long enough at home.

REYARMAN

Ubi Soft – *PSM17* – 5/10 – Platformer
Nice look at, challenging, yet ever-so-slightly awkward platform affair.

REBLOOD: COUNTDOWN TO CHAOS

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TOP FIVE**BEAT 'EM UPS**

SCIE – *PSM44* – 5/10 – Shoot 'em up
Graphically impressive at the time, but lacking in innovative touches.

RAIDEN
SCIE – *PSM10* – Shoot 'em up
We say: "It's a game for players who have time, skill and determination..."

RALLY CROSS 2
SCIE – *PSM44* – 5/10 – Racing game
Immensely frustrating at first, but it does offer a considerable challenge.

RAMPAGE WORLD TOUR
EA – *PSM29* – 5/10 – Arcade game
A fair effort, but not every level is the same as the others.

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TOP FIVE

STRATEGY/PUZZLERS



CIVILIZATION II

PSM45 - 9/10 - Strategy

We say: "Incredibly addictive, involving and beautifully structured."



WARZONE 2100

PSM45 - 9/10 - Real-time strategy

We say: "Without a doubt the best strategy game for the PlayStation."



COMMAND & CONQUER

PSM45 - 9/10 - Military strategy

We say: "It may not be perfect but it's pretty close."



BUST-A-MOVE 3

PSM41 - 9/10 - Puzzler

We say: "The most addictive two-player game this side of chocolate."



SUPER PUZZLE FIGHTER 2

PSM42 - 9/10 - Puzzle game

We say: "One of the most enjoyable puzzlers ever to appear on any console."

RESIDENT EVIL: DIRECTOR'S CUT

Virgin - PSM29 - 8/10 - 3D adventure
A jazzed-up re-release; buy it only if you don't have the original.

RETRO FORCE

Papyrus - PSM44 - 5/10 - Shoot 'em up
Nostalgia gets the better of it and plunges it back to 1996.

RETURN FIRE

Time Warner - PSM10 - 7/10 - Arcade game
Brilliant two-player, head-to-head blast, with a touch of tactical depth.

RODGE RACER

SCEI - PSM47 - 9/10 - Racing game
It was the quintessential PlayStation racer in its day, smooth, playful, unforgettable. Still not bad for E20.

RODGE RACER REVOLUTION

SCEI - PSM36 - 8/10 - Racing game
The sequel to Racer Improvement visual a little, adds a couple of new features, and that's it.

RODGE RACER TYPE 4

SCEI - PSM45 - 9/10 - Arcade racer
Those who are turned off by tuning engines will find their need for speed sated here.

RIO T

Papyrus - PSM15 - 7/10 - Sports sim
Futuristic basketball derivative. More of a scuffle than a riot.

RISK

Hasbro - PSM28 - 8/10 - Boardgame
A game saved by its Ultimate Risk option. Not worth the asking price.

RIVAL SCHOOLS

Virgin - PSM40 - 8/10 - Beat 'em up
One step nearer to Tekken 3. Perfectly balanced gameplay, excellent two-player mode.

ROAD RAGE

Konami - PSM16 - 5/10 - Racing sim
Another Wipeout clone which fails to generate tension or excitement.

ROAD RASH

EA - PSM3 - 8/10 - Bike racing game
Formulaic racer that sounds like a medical complaint but is less fun to get hold of.

ROAD RASH 3D

EA - PSM3 - 7/10 - Racing/ fighting game
Above-average arcade racer. Definitely a matter of taste.

ROCK AND ROLL RACING 2

Interplay - PSM36 - 8/10 - Futuristic racer
Insipid, hollow, soulless fare. Brain-implodingly frustrating, Horrid.

ROBO PIT

TIG - PSM13 - 8/10 - Action combat
Interesting "build your own fighter" idea is ruined by dull gameplay.

ROBONATOR X

SEGA - PSM12 - 5/10 - Shoot 'em up
Provides 20 minutes of action-packed fun before getting boring.

ROGUE TRIP

UBI Soft - PSM29 - 8/10 - Driving blaster
Predictable gameplay and let down by the handling of the vehicles.

ROLLCAGE

Papyrus - PSM43 - 9/10 - Future racing game
Erratic handling may annoy some, but two-player racing is addictive.

ROSCO MCQUEEN

SCEI - PSM27 - 7/10 - 3D shooter
Won't make your jaw drop, but it oozes playability.

R-TYPE DELTA

SCEI - PSM45 - 8/10 - Retro blaster
R-Type Delta is top fun - surely a game's only remit?

R-TYPES

Virgin - PSM37 - 8/10 - Retro blaster
Flaming great. If you know who Jason King is you'll think this is fab.

RUGRATS

TIG - PSM44 - 4/10 - Cartoon capers
Only for those of a single-figure age.

RUNNING WILD

SCEI - PSM44 - 5/10 - Arcade racing
A walnut-brained novelty racer.



SAMPRAS EXTREME TENNIS

Codemasters - PSM9 - 7/10 - Tennis sim
Good, but not brilliant; tennis sim lacking the oomph of a true classic.

SAN FRANCISCO RUSH

EA - PSM37 - 4/10 - Arcade driving
Buy a decent racer instead.

S.C.A.R.S.

Ubisoft - PSM36 - 8/10 - Racer
A great racing game that will give Circuit Breakers a run for its money.

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SENTIENT

Papyrus - PSM18 - 7/10 - 3D adventure
A fascinating, in-depth experience, marred by the frustrating controls.

SENTINEL REBELS

Papyrus - PSM45 - 9/10 - No ideal
A sadly failed version of one of the few original titles from old times.

SHADOW GUNNER

Ubisoft - PSM41 - 8/10 - Mech combat shooter
A straightforward action/robo shoot 'em up that lacks the sensational.

SHADOW MASTER

Papyrus - PSM25 - 5/10 - First-person shooter 'em up
If Doom's not pretty enough for you, maybe you'll prefer this balls-out blaster. Then again...

SHANGHAI TRUE VICTOR

Sessoft - PSM42 - 8/10 - Puzzler
Solid version of mah-jong, but there are better puzzles out there.

SELLSHOCK

Core - PSM5 - 7/10 - Shoot 'em up
It's tanks, big guns and mindless destruction ahoy in this Core blaster.

SHOCK WAVE ASSAULT

EA - PSM29 - 5/10 - 3D shooter
Easy-to-get-the-hang-of blaster which proves too simple to truly impress.

SPIKE WORLD

SCEI - PSM35 - 4/10 - UMD, spike 'em up, Mayhe
Rushed-out, non-game, Only for dedicated Spike boosters.

SPIDER

Papyrus - PSM20 - 7/10 - Platformer
A novel lead character and brilliant controls make a samely platformer.

SPORTS CAR GT

EA - PSM46 - 8/10 - Arcade racing game

SIM CITY 2000

Maxis

- PSM17

- 9/10 - Strategy

Poor looks and addictive gameplay clash in this build-a-town classic.

SKULL MONKEYS

EA

- PSM30

- 7/10 - Platformer

Polished and very playable, but ultimately repetitive.

SLAM 'N' JAM '96

UMB

- PSM18

- 5/10 - Basketball sim

Offers an alright one-player mode,

but is overshadowed by finer titles.

SLAMSCAPE

Activision

- PSM10

- 6/10 - Basketball sim

Flat, banal uninspiring blaster which thinks it's original. But it isn't.

SMALL SOLDIERS

EA

- PSM18

- 5/10 - Military tie-in

Nothing to do with the game and a very limp game in its own right.

SMASH COURT TENNIS

SCEI

- PSM16

- Tennis sim

Colourful and quaint, if too slow for today's game. A fun though.

SNOW RACER

UMB

- PSM32

- 8/10 - Winter

sports sim

Excellent combination of skiing and snowboarding.

SOCER '97

Eidos

- PSM20

- 6/10 - Football sim

Rocking end-to-end action slightly compromised by poor visuals.

SOUL BLADE

SCEI

- PSM19

- 8/10 - Beat 'em up

Brings the ruddy face of Toshinden.

SOUL REAVER

Eidos

- PSM43

- 9/10 - Action/adventure

Gorgeous gothic graphics, new

gameplay tricks and its structure

make this extremely playable.

SOVIET STRIKE

EA

- PSM13

- 7/10 - Combat

flight sim

It's short and unoriginal but offers

an addictive blaster while it lasts.

SPACE HULK

EA

- PSM40

- 8/10 - Action/adventure

Atmospheric sci-fi jaunt requiring

strategic thought

SPAWN: THE ETERNAL

SCEI

- PSM03

- 4/10 - Adventure/ beat 'em up

A disappointment. It lacks absorbing

gameplay and visuals.

SPEDSTER

Papyrus

- PSM19

- 5/10 - Racer

Refreshingly different, but lacks the

necessary speed and drive.

SPICE WORLD

SCEI

- PSM35

- 4/10 - UMD, spice 'em up

Mayhe

Rushed-out, non-game, Only for

dedicated Spike boosters.

SPIDER

SPIDER

- PSM20

- 7/10 - Platformer

A novel lead character and brilliant

controls make a samely platformer.

SPORTS CAR GT

EA

- PSM46

- 8/10 - Arcade

racing game

STREET FIGHTER COLLECTION

Virgin

- PSM45

- 9/10 - Beat 'em up

For dedicated beat 'em up aficionados, it's prequelish retro.

STREET FIGHTER EX

Virgin

- PSM44

- 7/10 - Beat 'em up

Predictable gameplay and let down

by the handling of the vehicles.

A dreary, innately unappealing racing game. Kill it! Kill it!

SPOT GOES TO HOLLYWOOD

Virgin - PSM19 - 9/10 - Platformer

Ugly, isometric effort which simply forgets to utilise all the lovable platform traditions.

SPYRO THE DRAGON

SCEI - PSM39 - 8/10 - Platformer

Charming and polished, but ultimately repetitive.

STAR WARS EPISODE 1: THE PHANTOM MENACE

Activision - PSM46 - 9/10 - Sci-fi

Action/adventure

The Force is strong in this one. A highly successful crossbreed of genres, and a must for any Jedi.

STAR WARS: MASTERS OF TERRAS KARR

Ubisoft - PSM32 - 8/10 - Winter

Beat 'em up

A beat 'em up in sleep in Star Wars clothing. Enjoyable but not perfect.

STARBLADE ALPHA

Mindscape - PSM17 - 8/10 - Shoot 'em up

'em up

Mildly entertaining shoot 'em up masquerading as a strategy game.

STEEL REIGN

SCEI - PSM17 - 5/10 - Tank shoot 'em up

Outstandingly average.

STREAK

GR - PSM44 - 8/10 - Future boarding

Potential spoilt by awkward controls and lack of finish. Disappointing.

STREET FIGHTER ALPHA

Virgin - PSM05 - 8/10 - Beat 'em up

'em up

Proof that there's room for 2D tussling on the PlayStation.

STREET FIGHTER ALPHA 2

Virgin - PSM13 - 8/10 - Beat 'em up

More proof that there's room for 2D tussling on the PlayStation.

STREET FIGHTER ALPHA 3

Virgin - PSM44 - 5/10 - Beat 'em up

If you think gameplay is more important than graphics this is a ten.

STREET FIGHTER COLLECTION

Virgin - PSM39 - 8/10 - Beat 'em up

Despite being a bit of a missed opportunity, SFC is a little slice of gaming history.

STREET FIGHTER COLLECTION

Virgin - PSM45 - 7/10 - Beat 'em up

For dedicated beat 'em up aficionados, it's prequelish retro.

STREET FIGHTER EX PLUS ALPHA

Virgin - PSM44 - 8/10 - Beat 'em up

Plus Alpha

Virgin - PSM25 - 8/10 - Beat 'em up
If you were a fan of the SFx titles, this game will seem like a second honeymoon.

STREET FIGHTER: THE MOVIE
Virgin - PSM44 - 8/10 - Beat 'em up
Easily the worst title in the otherwise prestigious SF series. A frightful disappointment.

STREET RACER
USA - PSM44 - 7/10 - Racer
Polished cartoon graphics and honest gameplay make this a thrill.

STREET SKATER
EA - PSM44 - 8/10 - Skateboarding
Matches Cool Boarders 2 for ground-galling thrills, but lacks tracks.

STRIKEPOINT: THE HEX MISSIONS
EA - PSM15 - 8/10 - Shoot 'em up
Fast and exciting, but lacks the satisfying complexity of its rivals.

STRIKER '96
Time Warner - PSM2 - 6/10 - Football

Like its commentator, Andy Gray, this game is fun but deeply flawed.

SUKIODEN
Konami - PSM20 - 7/10 - RPG
Historic Japanese RPG masterly. Recommended for the converted.

SUPER PANG COLLECTION
Ocean - PSM24 - 8/10 - Retro collection

Three addictive old arcade puzzlers. Middly taxing for a short while.

SUPER PUZZLE FIGHTER 2
Virgin - PSM20 - 8/10 - Puzzle game
Fans of puzzles will find this mad Puyo Puyo clone close to perfect.

SUPERSONIC PARTHROS
Mindscape - PSM11 - 8/10 - Racing game
Ultra-competitive eight-player cartoon racer. Cute and playful.

SWAGMAN
Core - PSM20 - 8/10 - Arcade adventure

Try hard to please, but controls are far too frustrating. A damn shame.

SWING
Software 2000 - PSM44 - 8/10 - Puzzler

Like juggling in an abacus... A superbly atmospheric, dark and challenging title. Not to be missed.

SYNDICATE WARS
EA - PSM21 - 8/10 - Strategy action

A superbly atmospheric, dark and challenging title. Not to be missed.

SYPHON FILTER
SCEI - PSM47 - 8/10 - Shoot 'em up

Replete with great features and engrossing set pieces, but too short.

T
T'AI FU: WRATH OF THE TIGER

Activation - PSM45 - 5/10 - Beat 'em up/platformer

Unfunny, uninviting and downright awkward to play.

TANK RACER

Grinder - PSM44 - 8/10 - Tank racing
Ignore the ugly face and enjoy its fun-filled soul.

○ TEKKEN

SCEI - PSM47 - 8/10 - Shoot 'em up
A masterpiece: instrumental in the early success of the PlayStation.

○ TEKKEN 2

SCEI - PSM17 - 8/10 - Beat 'em up
Simply the perfect beat 'em up. Full of great fighters, moves and visuals.

○ TEKKEN 3

SCEI - PSM15 - 8/10 - It's Tekken!
The best fighting game in the world. Totally without equal. It's without doubt the benchmark for all others.

○ TEMPEST X

Interplay - PSM15 - 9/10 - Shoot 'em up
Tough, smooth, nippy and above all a legendarily blistering. Instantly exciting.

TENCHU

Activation - PSM38 - 7/10 - Slash 'em up

This one's serviceable. Enjoyable and limited. Rough and unfinished.

TENNIS AREA

USA - PSM20 - 7/10 - Tennis sim
Beautifully animated and imaginative. A worthy addition to the PlayStation's tennis-playing family.

TEST DRIVE 4

EA - PSM40 - 7/10 - Racing game
Gorgeous-looking, fast and fun, but it lacks depth.

TEST DRIVE 4X4

EA - PSM40 - 7/10 - Arcade off-road racing

It can be fun, but ultimately lacks the depth of more serious competition.

TEST DRIVE 5

EA - PSM40 - 8/10 - Arcade racing
An exceedingly average racer. Other titles are more worthy of your cash.

TEST DRIVE: OFF ROAD

EA - PSM23 - 8/10 - Racing game
The one-player game is okay, but the two-player option is poorly designed.

TESTRIS PLUS

JIG - PSM20 - 8/10 - Puzzle game
Sound enough, but few surprises.

THEME HOSPITAL

EA - PSM1 - 8/10 - Business sim
Quirky, amusing, very clever, sometimes frustrating.

THEME PARK

EA - PSM1 - 8/10 - Business sim
Beautifully presented business game calling for patience and cunning.

THREE LIONS

BMS - PSM23 - 8/10 - Football sim
Puntish's football game, written by fans for fans.

○ THUNDERHAWK 2

Core - PSM3 - 8/10 - Combat flight sim

Frantic gameplay, mass destruction, interesting missions. Not at all bad.

TIKERS '99

EA - PSM43 - 5/10 - Golf sim
Jagged graphics and irritating showbiz extras will be a turn off to many.

TIME COMMANDO

EA - PSM10 - 8/10 - Adventure
Huge, graphically impressive game, compromised by fiddly controls.

TIME CRISIS

SCEI - PSM17 - 8/10 - 3D arcade shoot 'em up
The grooviest, bloodiest lightgun shoot 'em up there is.

TOTAL NO. 1

SCEI - PSM17 - 8/10 - 3D beat 'em up
Boasts a fine hand-drawn and sound grasp of 3D, but lacks authority.

○ TOCA: TOURING CAR CHAMPIONSHIP

Core - PSM27 - 9/10 - Racing simulation

Excellent: realistic and fun; great graphics, physics and sound. Plus amazing racing and car detail.

○ TOCA 2: TOURING CARS

Coremasters - PSM4 - 9/10 -

Racing simulation
An improvement on the original. Still one of the best racing games.

TOKYO HIGHWAY BATTLE

THB - PSM11 - 7/10 - Racing game
Passable urban racer which takes place in city traffic.

○ TOMB RAIDER

Core - PSM10 - 8/10 - 3D adventure

The perfect balance of action and exploration. Popular heroine, too. At Platinum price, it's a must-have.

○ TOMB RAIDER 2

Core - PSM10 - 8/10 - 3D adventure

Incredible. Stunning. Massive. Brilliant. It'll keep you playing, literally, for months.

○ TOMB RAIDER 3

Core - PSM11 - 8/10 - 3D adventure

Who would have thought it could get better? But it has and Lara is looking lovely as ever.

○ TOMB RAIDER 4

Core - PSM11 - 8/10 - 3D adventure

Incredible. Stunning. Massive. Brilliant. It'll keep you playing, literally, for months.

TOMBI

SCEI - PSM30 - 8/10 - Platform

Puzzles and bizarre logic make this game appealing.

TONNI MÄKINEN RALLY

Europe - PSM33 - 6/10 - Racing game

Disappointing when compared to other racers.

TOP GUN

Ocean - PSM10 - 8/10 - Shoot 'em up

Extremely proficient air combat. Reasonably fast as well as cheesy as the film.

TOTAL DRIVIN'

Ocean - PSM25 - 8/10 - Racing game

A huge variety of tracks and cars but for some reason it doesn't work as a single game.

TOTAL ECLIPSE

BMS - PSM2 - 8/10 - Shoot 'em up

Yet another repetitive and frustrating 3D buster. Shallow and pointless.

○ TOTAL NBA '97

SCEI - PSM3 - 9/10 - Basketball sim

The perfect combination of accuracy and playability. Sweet hoop dreams.

○ TOTAL NBA '98

SCEI - PSM3 - 9/10 - Basketball sim

Better motion capture and a few graphical tweaks keep Total on top. Until NBA Live '99 anyway.

TOTAL NBA '98

SCEI - PSM34 - 8/10 - Basketball sim
Incredibly good, but not quite up there with the best. That said, lacks ground-breaking new features.

TRANSPORT TYCOON

Brøderup - 20009 - 8/10 - Business management sim

Set up and run a transport network. Marginally more fun than its sounds.

TRAP RUNNER

Konami - PSM47 - 8/10 - Strategy

If you're after a retro feel, it's an entertaining multi-player title.

TRANS IT

Rage - PSM19 - 6/10 - Platform puzzle

Full of original stuff, but gameplay flaws and meekly timed levels kill it.

TREASURES OF THE DEEP

SCEI - PSM33 - 7/10 - 3D

Adventure
Treads the line between arcade and sim. Slow, but satisfyingly complex.

TRIPLE PLAY 2000

EA - PSM47 - 7/10 - Baseball sim

A good-looking and playable sim. Its appeal remains inevitably limited.

TRUE PINBALL

Ocean - PSM4 - 8/10 - Yep, pinball

A comprehensive simulation.

TUNNEL B1

Ocean - PSM10 - 8/10 - Shoot 'em up

Visually accomplished blaster which frustrates as much as it engrosses.

TWISTED METAL

SCEI - PSM2 - 7/10 - Crash 'em up

A crash-and-smash treat for two players, but rather dull for one.

○ TWISTED METAL 2

SCEI - PSM17 - 8/10 - Crash 'em up

Stuffed with detail and thrilling racing action and crashing.

U

UFO CHAMPIONS LEAGUE

Edens - PSM3 - 8/10 - Football sim

Looks and plays like a dream. ISS Pro and FIFA finally get a rival...

ULTIMATE PARODIUS DELUXE

Konami - PSM1 - 8/10 - Shoot 'em up

Nostalgic 2D blaster. Belongs to an age where coin-ops were top go.

UNHOLY WAR

Edens - PSM2 - 8/10 - Strategy/combat

Some good moments but ultimately of very little substance.

V

V2000

Grolier Interactive - PSM30 - 7/10 -

Strategic 'em up

Not recommended for the inexperienced or casual gamer.

TOP FIVE MUSIC MAKERS



MUSIC
PSM40 - 8/10 - Music creation

We say: "It's worth buying a PlayStation just to run this superb bit of software."



PARAPPA THE RAPPER
PSM2 - 8/10 - Rap 'em up

We say: "Undoubtedly one of the most original computer games ever."



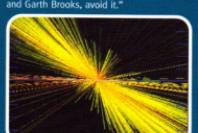
UEFA CHAMPIONS LEAGUE
Edens - PSM3 - 8/10 - Football sim

Looks and plays like a dream. ISS Pro and FIFA finally get a rival...



ULTIMATE PARODIUS DELUXE
Konami - PSM1 - 8/10 - Shoot 'em up

Nostalgic 2D blaster. Belongs to an age where coin-ops were top go.



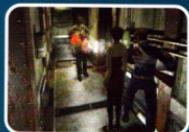
BABY UNIVERSE
PSM30 - 4/10 - 3D Kaleidoscope

We say: "An amusing enough trifle, but who wants to pay £30 for a trifle?"

PSM GAMES DIRECTORY

TOP FIVE

GORY!



RESIDENT EVIL 2

PSM31 - 5/10 - 3D brain-eating

We say: "Hood it around Racoonville splattering goons and chowing zombie livers."



DOOM

PSM2 - 5/10 - First-person blood-letting

We say: "Man have gun. Man have big gun. Man have rocket launcher. MAN HAVE FUN."



BLOODY ROAR 2: BRINGER OF THE NEW AGE

PSM44 - 5/10 - Beat 'em up

We say: "Anthropomorphic is a long word."



BUSHIDO BLADE

PSM29 - 5/10 - Stab-happy slasher

We say: "The arcane art of chopstick-kissed by the steely lips of la Kitchen Devil."



GRAND THEFT AUTO

PSM28 - 5/10 - Jaw-riddling cap killer

We say: "The intense body conference, but with decidedly more deadends and Keflar pants."

○ V-RALLY

Ocean - PSM47 - 3/10 - Racing game
Fine visuals and a plethora of tracks and cars combined to near excellence in this tricky racer.

○ V-RALLY 2

Infogrames - PSM47 - 3/10 - Rally race 'em up
An all-new party size of a game! If you've just bought a PlayStation buy this. Oh, just buy this.

○ VANDAL-HEARTS

Konami - PSM42 - 5/10 - RPG
A careful blend of riveting plot, cute animation and great gameplay. But dated in the face of Crash and Spyro The Dragon.

V-BALL: BEACH VOLLEY HEROES

SI - PSM43 - 8/10 - Arcade
volleyball sim

A very pleasant surprise. Simple but lots of fun. Get a friend round.

VERSAILLES

Cyber - PSM45 - 5/10 -

Historical adventure

Occasionally clever, mostly dull.

VICTORY BOXING

JVC - PSM12 - 8/10 - Boxing sim
A thinking man's beat 'em up with plenty of long-term challenge.

VICTORY BOXING 2

JVC - PSM43 - 8/10 - Boxing sim

The best boxing game around. Ish.

VIEWPOINT

EA - PSM42 - 5/10 - Shoot 'em up
Xenious-style Isometric blaster with lush visuals. Not for the uninitiated.

VIGILANTE 8

Activation - PSM43 - 7/10 - Driving combat game
Enjoyable in two-player mode, looks sharp. But twisted Metal 2's better.

VIPER

Ocean - PSM35 - 6/10 -

Flight shooter

Dull graphics and outdated gameplay. A waste of time.

VIRTUAL GOLF

Core - PSM48 - 5/10 - Golf sim

Ugly as a pair of golfer's slacks, but challenging in the long term.

VIRTUAL POOL

Interplay - PSM47 - 8/10 - Pool sim
Superbly presented and robustly playable, but it lacks the dark originality of Pool Shark.

VIVA FOOTBALL

Virgin - PSM42 - 7/10 - Football sim
Bags of history, and nostalgia, but still a pretty average kick-about.

VMX RACING

Funsoft - PSM43 - 7/10 - Racer

Suffice to say the VMX is the duff.

VR BASEBALL

Interplay - PSM47 - 5/10 -

Baseball sim

An unexciting and unemotional sim which is more laughable than real.

VS

THQ - PSM43 - 7/10 - Beat 'em up

Not the best, but sufficiently different to be worth buying.

WILDSIDE BLADE

Core - PSM47 - 5/10 - Beat 'em up

Age shall not weary them. Not much anyway. Defender is still the biz.

WILDLIFE

Interplay - PSM47 - 7/10 - Platformer

Outdated and not as good as many other platformers.

WILLIAMS ARCADE'S GREATEST HITS

Defender - PSM47 - 7/10 -

Re-re compilation

Age shall not weary them. Not much anyway. Defender is still the biz.

WILDFIRE

Core - PSM47 - 5/10 - RPG

Slick, polished and above all, fun. A must for any RPG fan.

WILD 9

Interplay - PSM47 - 7/10 - Platformer

Outdated and not as good as many other platformers.

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Core - PSM47 - 5/10 - RPG

A gripping contender. Amusing and fun for other than po-faced fighters of the time.

WILDFIRE

Core - PSM47 - 5/10 - RPG

Average and really rather disappointing fighting game.



○ WARCRAFT 2

EA - PSM42 - 5/10 - Combat strategy
More depth, less detail than C&C but perhaps quite as addictive, with the same control problems.

WARGAMES: DEFCON 1

EA - PSM43 - 8/10 - Shoot 'em up
Unchallenging, but plenty of missions and dual scenarios.

WARGODS

EA - PSM42 - 3/10 - Beat 'em up
Little more than a terrible spin-off of Mortal Kombat. Rusty and rigid.

WARHAMMER

EA - PSM12 - 8/10 - War game
A tough, challenging combination of war sim and God-game.

WARHAMMER: DARK OMEN

EA - PSM42 - 5/10 - Real-time strategy

Excellent fantasy strategy game with improved graphics and gameplay. Just as addictive as the original.

WARHAWK

SCEE - PSM12 - 8/10 - Combat flight sim
Addictive and varied flight sim, providing a difficult, but ultimately rewarding experience.

○ WARZONE 2100

Edicor - PSM45 - 9/10 - Real-time strategy

The best real-time strategy game available for the PlayStation, but not for the casual gamer who wants immediate gratification.

WAYNE GRETZKY'S 3D HOCKEY '98

EA - PSM47 - 8/10 - Ice hockey sim

Its inadequacies are many, its long-term appeal low.

WCW NITRO

THQ - PSM44 - 5/10 - sim

Disappointing. It's hamstring by an uninspired control mechanism.

WCW THUNDER

Interplay - PSM44 - 5/10 - Wrestling sim

Appalling playability makes this unworthy of anyone's 35 quid.

WCW VS THE WORLD

THQ - PSM44 - 5/10 - Wrestling sim

Plenty of characters and great moves. But the gameplay's duff.

○ WILD ARMS

SCEE - PSM12 - 8/10 - RPG

Slick, polished and above all, fun. A must for any RPG fan.

WILD 9

Interplay - PSM47 - 7/10 - Platformer

Outdated and not as good as many other platformers.

WILLIAMS ARCADE'S GREATEST HITS

Defender - PSM47 - 7/10 -

Re-re compilation

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WILDFIRE

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WILDFIRE

Core - PSM47 - 5/10 - RPG

Average and really rather disappointing fighting game.

WING COMMANDER III

EA - PSM5 - 6/10 - Space combat
Great movie, great acting. Gameplay? No, they forgot that bit.

WING COMMANDER IV

EA - PSM47 - 8/10 - Space combat
A huge improvement on the previous title. Plenty of scope and depth.

WING OVER

JVC - PSM46 - 4/10 - Arcade flight sim
Nice idea, but average graphics and repetitive gameplay.

WING OVER 2

JVC - PSM46 - 4/10 - Flight sim
Lots to do, and all of it difficult and horrid. Avoid this rust bucket.

WIPROBOT

WipRobot - PSM12 - 8/10 - Racing game

Dizzying, gravity-defying pyrotechnic racer set in the near-future. Marvelous soundtrack.

○ WIPROBOT 2007

PepsiCo - PSM12 - 5/10 - Racing game
Improved gameplay and brilliant link-up option keeps this ahead of all the racing rivals. Platnum? BUY!

○ WORLD CUP '98

EA - PSM43 - 5/10 - Football sim

It may have taken five years, but this could be the ultimate footy sim. Truly worthy of the World Cup name.

WORLD CUP GOLF

Ocean - PSM5 - 6/10 - Golf sim

Gets the basics right, but pale into insignificance next to PGA Tour.

WORLD LEAGUE BASKETBALL

Mongoose - PSM40 - 5/10 - Basketball sim

Very hard to get excited about - features too many nations that are staggeringly average at basketball. Incredibly short of greatness.

WORLD LEAGUE SOCCER

Eidos - PSM43 - 7/10 - Football sim

A player that's always a challenge. No flash, no licence - the business.

WORMS

Ocean - PSM4 - 7/10 - Puzzle game

Admitted for its originality but lacks strategy and lasting appeal.

WRECKIN' CREW

Telstar - PSM43 - 7/10 - Arcade style racer

A bright and pleasant change from simulation-style games. Not taxing, but fast and frantic.

WWF: IN YOUR HOUSE

Acclaim - PSM15 - 5/10 - Wrestling sim

Captures the raw stupidity of the sport, but looks basic and aged.

WWF WAR ZONE

Acclaim - PSM47 - 7/10 - Wrestling sim

A good-looking title, but let down by the usual grappling suspects. It still sells well.

WWF WRESTLEMANIA

Acclaim - PSM42 - 8/10 - Wrestling sim

A gripping contender. Amusing and fun for other than po-faced fighters of the time.

ZERO DIVIDE

SCEE - PSM43 - 7/10 - Real-time strategy game

Has its moments. But they are few and far between.

ZERO DIVIDE 2

SCEE - PSM43 - 7/10 - 3D beat 'em up

Innovative combat style makes up for a deficit of opening appeal.

ZERO DIVIDE 3

SCEE - PSM43 - 7/10 - Beat 'em up

Average and really rather disappointing fighting game.



X GAMES PRO BOARDERS

SCEE - PSM43 - 7/10 -

Snowboarding sim

Very cool, but superficial gameplay lets it down. A particularly repetitive snowboarding game.

X-COM: ENEMY UNKNOWN

MicroProse - PSM47 - 8/10 - Strategy

Atmospheric and complex strategy title. Constantly demanding.

X-COM: TERROR FROM THE DEEP

MicroProse - PSM47 - 8/10 - Strategy

Just as addictive and compelling in terms of gameplay as the first title.

XENOCRACY

Grinder Interactive - PSM35 - 5/10 - Shoot 'em up

Simple shooting. Disappointing game with disappointing graphics.

XEVIOUS 3D/6+

SCEE - PSM42 - 8/10 - Shoot 'em up

Four versions of the classic blaster

including a slick 3D update.

X-MEN: CHILDREN OF THE ATMOSPHERE

Acclaim - PSM47 - 7/10 - 2D beat 'em up

'em up

Good PlayStation conversion of an arcade game that's showing its age.

X-MEN: VS STREET FIGHTER EX

Virgin - PSM47 - 6/10 - Beat 'em up

Why settle for a stylised comic-book when you can have Tekken 3?



YOVYO'S PUZZLE PARK

JVC - PSM46 - 7/10 - Cute puzzle

It won't keep you up 'til four in the morning. Bust-a-Move-style, but it's good, clean fun.



Z

SCEE - PSM42 - 7/10 - Real-time strategy game

Has its moments. But they are few and far between.

ZERO DIVIDE

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134 AUG

Official UK

PlayStation *Tips*

POWERLINE

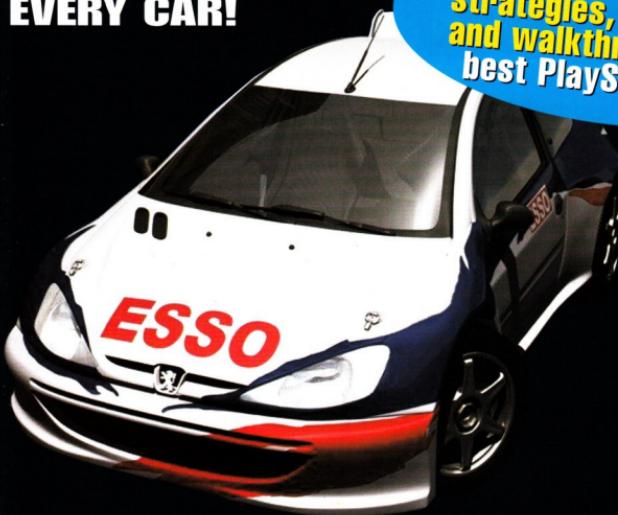
SILENT HILL

COMPLETE WALKTHROUGH FOR
KONAMI'S HORROR CLASSIC

V RALLY 2

EVERY COURSE!
EVERY SECRET!
EVERY CAR!

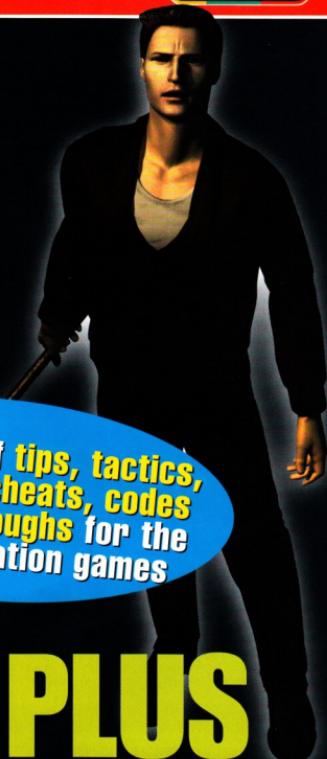
Packed full of tips, tactics,
strategies, cheats, codes
and walkthroughs for the
best PlayStation games



PLUS

DRIVER
OMEGA BOOST
COLIN MCRAE
FA MANAGER
F1 '97

ISSUE NUMBER 7 ON SALE 21 JULY



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CD 44: *Driver*, *Rollcage*, *Bladlines*, *Retro Force*, *Rugrats*, *Tank Racer*, *Yakuza* (Yakuza) *Ridge Racer Type 4* (video).



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Issue 5: Tips for *Grand Theft Auto*: *London*, *sp69*, *NFL Blitz*, *Civilization II*, *Gex: Deep Cover Gecko*, *Metal Gear Solid*, *Warzone 2000*, *Street Fighter Alpha 3* and *Ridge Racer Type 4*.



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TO USE DISC 48: Load it, and scroll through the game choices using left and right. Press ⓧ to select the demo you want. At the end of the some of the demos you will need to reset your console.

Anna Kournikova's Smash Court Tennis

■ PUBLISHER: **SCEE**
■ STYLE: **Arcade tennis**
■ PROGRAM: **Playable demo**

It's that time of year again. Head down to the supermarket and grab yourself a punnet of strawberries, half a flagon of cream and a bottle of fizz. Namco's smash hit, *Smash Court Tennis*, is an all-time classic and it's no surprise that this souped-up version provides all the gameplay fun that we've come to expect from Namco-san. That and an endorsement from page 3 'stunna' Ms Kournikova means they're on to a sure fire winner.

In the demo you're given the option of several players and, whether you play with a friend or against the computer, you'll soon be gagging for more. You get to play a couple of games in Exhibition Mode on the overly green grass of the US. Its easy-to-use control system means that within minutes you'll be rallying faster than Burns and Grist.

■ controls
Ⓐ Lob
Ⓑ Super shot
Ⓒ Strong shot (fast serve)
Ⓓ Weak shot (normal serve)
Ⓔ Top spin

To serve press ⓧ and just as the ball begins to loose height press ⓧ again and you're away. Aces can be achieved using ⓧ rather than ⓧ. Go closer to the net



and you can volley with the best of 'em.

■ additional features
It's in Multiplayer Mode that *Smash Court Tennis* is at its best. The full game enables you to play against four other people in a doubles match. You're offered a choice of ten street courts, four pro courts (with different surfaces) and 24 initial characters with more hidden ones to choose from.

■ further information
New balls please! You'll find a smashing score of 8/10 in *PSM46*.



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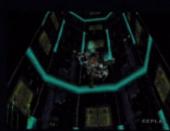
■ PUBLISHER: SCEA
■ STYLE: Mech shoot 'em up
■ PROGRAM: Playable demo

Described as a "shoot 'em up with a modern twist," *Omega Boost* pushes the graphic boundaries of the PlayStation. Made by the Polymphony team responsible for *Gran Turismo*, the technical wizardry is obvious.

On the demo you'll see that the menu screen lists various options. Zone Play will enable you to experience a section of the full game. Select these using **↑** and **↓**. Displayed in the bottom left-hand corner of the screen is the radar which will point you in the



Watch your best stunts again on replay.



Omega Boost comes from the bods who brought you *Gran Turismo*. Hail!

direction of any nasties that happen to be in the vicinity and in the bottom right is your energy bar. The Training Mode enables you to get a grips with controlling your robot throughout the spacious 3D environment - something that can take a little getting used to. You can browse the design specifics of the robots in the Art Gallery and there is a Replay option. Analogue compatible, natch.

■ controls

□ Viper
□ Scan
□ Back view
□ Stop
□ Boost
□ Boost
□ Attack

Ⓐ Attack
Ⓑ Change view
Ⓑ Pause
Ⓓ D-pad
Direction

■ additional features

In the full game you will be required to attack and defeat numerous sub-bosses and bosses - assuming that you've made it through the barrage of smaller craft.

■ further information

Fly on over to *PSM47* for a 7/10 PlayTest.

Croc 2

■ PUBLISHER: Fox Interactive
■ STYLE: Platformer
■ PROGRAM: Playable demo

A year and a half after the release of *Croc*, the gambling green gator's back in search of his real parents. In this sequel, the cheerful chappie encounters four Gobbo tribes (plus a secret village), new enemies and adventures. In each tribe's

village, Croc is faced with a number of puzzles and challenges. These range from having to find objects to construct a snowman, to the Inca level where you are challenged to an, um, ginger soda-fuelled burping competition. Croc must pick up rewards and defeat his enemies to continue in his quest.

On the demo you will need to make your way around Croc's world picking up crystals as you go, and find the key to release Gobbo from the cage where he is

being held captive by the evil Dantini. The key can be found in a cave after you've negotiated some tricky territory. In order to break boxes open, simply jump while standing on them and then press jump again. Don't be fooled by the kiddie voices and graphics - *Croc* puts your manual dexterity to the test in either digital or analogue mode.

■ controls

Ⓓ D-pad
Ⓐ Direction
Ⓑ Jump
Ⓑ Tail swipe
Ⓐ Use binoculars
Ⓑ Side step right
Ⓑ Side step left
Ⓑ View contents of bag

■ additional features

In the full game Croc has a whole host of new moves including a boost triple jump, a power flip, Croc paddle (a kind of doggie paddle for use in shallow waters) plus the little fella's now able to swing on ropes and vines, making him more agile than ever before.

■ further information

Get your teeth into the full story in *PSM46*. *Croc* gets a bigger, better, prettier 8/10.



Croc has picked up some new skills for his second outing - he can now swing on ropes and climb vines. Handy that.

Aironauts

■ PUBLISHER: Take 2 Interactive
■ STYLE: Fly 'em up
■ PROGRAM: Playable demo

This seemingly sinister game is cross between *Gladiators* and *Prisoner Cell Block H*, but without the melodrama. Inmates from futuristic prisons have been taken off peeing duty to provide entertainment in the form of an aerial war.

In the demo you are given a choice of four challenges to complete in under three minutes each. Select your player using X, use the D-pad to scroll through the different prisoners. In the first of the sub-levels you will need to practise your flying skills by reaching ten check points. The second you have to complete all eight ring sequences, using thermals to help you along your way. In the third you will need to kill all 21 drones. However this is slightly harder than it sounds because the drones are

not stationary – so use your radar to keep a close eye on them. In the fourth you'll race against the guardian, but you'll need to be fast.

■ controls

X Start game/select
 O Player/use machine guns
 A Thruster
 B Pull back
 C Launch missiles
 D-pad Scroll through menu/direction

■ additional features

The full game consists of 60 cloud-bound levels set in eight prison environments as well as a training arena, where you can brush up on your acrobatics.

■ further information

If you're reading this you should already know. Just in case you've missed the review, turn back to page 94.



Time Slip

■ PUBLISHER: SCEE
■ STYLE: RPG Parody
■ PROGRAM: Yarozo – full game

You play the part of a small boy who has been caught in a space/time distortion and can not escape. He is thrown back in time every minute and this results in him leaving duplicates of himself everywhere. As every quantum physicist knows, bumping into another version of yourself is very bad news so it needs to be avoided.

The idea behind David Johnston and Mike Goathy's game is to collect coins to reach the level exit. You must use the floor pad-activated doors to progress. This is where it gets a little more complicated. To open the doors you must stand on the relevant activation panel, but this makes it impossible go through

the door. You need to wait at the door after having stood on the panel and wait for your former self to activate it. A flashing clock on screen indicates a change in the space-time continuum.

■ controls

X Jump
 O Fire
 C Speed up time (useful if you are standing on a switch)

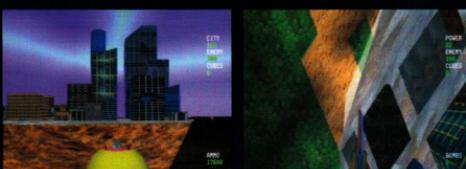
Snail Scanner

At the bottom of the screen is your snail scanner. This enables you to see what snails from past times are nearby. The line extending from the centre of the scanner points the direction the snail is in relation to you, and the size of snail indicates how far away it is.



Don't know what HG Wells or Michael J Fox would make of these space-age goings on. Collect coins as you head for the exit.

Opera Of Destruction



Destruction by name, Destruction by nature... Get them nasties NOW!

■ PUBLISHER: SCEE
■ STYLE: Strategy
■ PROGRAM: Yarozo – full game

War is a simple premise really. Destroy your enemy's city while protecting your own from a similar fate. You begin the game at full strength – 100%. In single-player mode you battle until the end, but in two-player all is lost at 10%. Your city is guarded by cannons that will protect it from the alien craft commanded by your enemy. You have a single fighter jet at your disposal and this can drop bombs and unlike your cannon it has unlimited ammo. When you're using your cannon, your fighter enters stasis and freezes – but it is still vulnerable. Scattered around the terrain are energy cubes that will replenish depleted ammo. There are 20 worlds to conquer in *Opera Of Destruction*.

■ controls
 X Pause game

In Cannon Mode:

D-pad Move gun turret
Hold down the and use the D-pad to move the gun post. With button down, and move gun post up and down.

In Fighter Mode:

D-pad Direction
 R Rear view
 T Top view
 A Increase speed
 S Decrease speed
 B Drop bomb

On-screen messages:

Here are what those words mean:
PWR – the strength of your fighter
CITY – your city's strength
ENEMY – enemy city's strength
CUBES – number of energy cubes

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Command & Conquer: Red Alert

■ PUBLISHER: **Virgin Interactive**
■ STYLE: **Strategy**
■ PROGRAM: **Playable demo**

When Westwood came up with *Command & Conquer* there were a lot of happy console players out there. When they came up with *Red Alert* for some the excitement got too much. The creation of what had merely been an add-on for the PC into a far more substantial game, excited strategy fans everywhere. 'Value for money' doesn't even begin to justify just how much you're getting for your cash with this beauty. There's an interesting and

atmospheric storyline, mouse control, two-player link-up (possible with just one copy of the game) a Skirmish Mode and 40 levels to battle your way through.

To give you a taste of just how good this title is, we've nabbed this neat selection of levels from the game. In the first you have to rescue Einstein, who is still very much alive in this game (there's not much fun to be had in rescuing a stiff...) and has been captured by the enemy. While saving the future of relativity you must keep your star soldier alive. Further on you will have to track down and kill an enemy spy using a pack of highly-trained dogs. You'll find that the dogs are most effective close-up, but don't forget to save a couple for the end of the stage. Woof.

■ controls
D-pad Up, down, left, right.
Ⓐ Use menu
Ⓑ Change icon
Ⓒ Change information
Ⓓ Highlight or move troops

■ additional features
What you don't get to see is the wonderful one-player Skirmish Mode, two-player link-up option, most of the levels and the excellent intro sequence. But when you buy the whole lot for 20 quid, who's complaining?

■ further information
With an explosively good 9/10 score have a butchers at *PSM37* to find out more about this newly Platinum-ed title.



C&C: Red Alert is a great way to spend 20 notes.



Total Drivin'

■ PUBLISHER: **Infogrames**
■ STYLE: **Racing game**
■ PROGRAM: **Playable demo**

Another Platinum classic, as the name implies this game is totally about driving. There are five classes of car involved, racing five terrains, in a quest for out-and-out speed. Ride roughshod over Egyptian dunes in a buggy. Drive your very own Indy-style race car around the circuits of Japan and Russia or, if you're a more rugged racer, head to the Scottish highlands for raucous rallying action. Each style offers a new challenge to the budding digital motorist. The Indy cars

power you along with a smooth-style sleek ride, but as you're heading down the straight don't forget that at the end of it is a corner. If you're more of an action fan than a speed freak, you'll find the buggy racing most enjoyable, but belt up and prepare for a bumpy ride.

On the demo you get to play one of the rally stages. Being a less hardcore rally game, you'll find controlling the car far easier to pick up than in the likes of *McRae V-Rally*. Soar through the picturesque hills of the Scottish highlands - but just don't expect to be able to admire the view.



Total Drivin' is really rally good - and a bargain too.

■ controls
D-pad Direction
↑ Horn
↓ Rear view
Ⓐ Speed
Ⓑ Hand brake
Ⓒ Brake
Ⓓ Hard right
Ⓔ Hard left

■ additional features
Over 40 cars and eight international teams - each with individual handling.

36 tracks, over six countries, with death-defying obstacles to overcome including avalanches, lava, and rock slides - all this, and it's going for a song. It's sheer lunacy.

■ further information
Grab your spanner and head back to *PSM25* and tinker under the bonnet of *Total Drivin'*'s PlayTest, where it races into the distance with 8/10.



Whether you are zooming around on buggies on sand or Indy-style cars on Tarmac, you'll be thrilled by *TD*.

Speed Freaks

■ PUBLISHER: SCEA
■ STYLE: Racer
■ PROGRAM: Video

Dubbed as *Mario Kart* for the PlayStation, *Speed Freaks* has a lot to live up to and judging by the lack of work happening in *PSM* Towers it certainly does just that. The influence is obvious – it's a kind of *Wacky Racers*, but *faster...* Bold, bright and a barrel of laughs and playable next issue!

It's a game requiring a surprising amount of cunning and *Dick Dastardly*-type tactics, to succeed. With a four-player mode that would shock even Ron Jeremy, stay tuned to *PSM* to give it a go for yourself next month.



All the signs are good for Sony's cartoon racer as you can see for yourself on the CD.

Prince Naseem

Boxing

■ PUBLISHER: Codemaster
■ STYLE: Boxing Sim
■ PROGRAM: Video



Watch the main man boxing clever in *PSM's* video preview.

If there was a challenge to see just how much you could cram into a game, *Prince Naseem Boxing* would be up there on the leaderboard with the best of them. There are three sections to the game, Showcase (full championship boxing), Versus (arcade style boxing) and World Career – a novel idea that gives you the chance to see if you have what it takes to become the next Don King. In the Showcase and Versus game you're given the choice of 16 boxers to play as. However in the World Career mode you can choose from a massive 90 boxers.

If you're after multiplayer action, there's plenty of it. You and seven friends can compete in a round robin tournament. Train in Naseem's personal gym to perfect the numerous different shots available. The Career Mode looks to be serious business. Management not only includes training and arranging your fight diary, but diet too. Wonder if ear biting is on the menu?

Kingsley

■ PUBLISHER: SCEA
■ STYLE: Cute platformer
■ PROGRAM: Video

This rather charming platformer stars Kingsley the fox. His cheeky features make him a cute likable character. For the purposes of the game you are the orphaned Kingsley and must set out on a quest, over hill and down dale fighting for the good of all. The evil rodent wizard commonly known as Bad Custard(?) is plotting against the Queen of the Fruit. He has stolen her magic book, and has started to cast out heinous spells, that are turning the kingdom's True Knights into Dark Knights. Our foxy little hero has taken it upon himself to save the otherwise doomed Fruit Kingdom, Kingsley – more fruity fun than your average green grocer and not a plot to be scoffed at – we're sure you'll agree.



Kingsley takes the old good vs evil vibe and surrounds it with fruity plot.





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GLAND TIDINGS

Mellow greetings to all at *Official UK PlayStation Magazine*. Why don't you add a little bit of pizazz to your mag? I picked up another PlayStation mag the other week and I was mesmerised by the amount of naked chicks! If you added the odd breast or two it would make a big difference to the number of mags you sell.

Matt Taylor,
Rickmansworth

The *PSM* males believe that magazines purporting to be about PlayStations, should be about PlayStations – not scraggy, C-list 'models', inventively draped over a gun/car/cudlron because, the cover game just happens to be a shoot 'em up/driving game/RPG. We feel

PlayStations are a valid, funky, lifestyle

pastime, just like clubbing, cinema, music, literature, theatre and TV. Sex is also a funky lifestyle pastime – perhaps even the funkliest? Yet we tend to turn to our beautiful girlfriends when feeling fruity, rather than gazing in awe at the blotchy, trowelled-up tartlets that apparently pass for titillation within other 'games' mags. *PSM* also feels this *Loaded*-wannabe approach is lacking in style, originality, depth, quality and irony as well as being childishly exploitative of women. You are right. Such a move would affect our sales, they would surely drop off. And as we currently sell four times as many mags as our nearest competitor, we'll stick with what we do best. [Rock! – Ed]

FOUR TO THE FLAW

I have been an avid reader of your superb magazine for just over a year. It has been an invaluable source of information on the PlayStation industry, but when *PSM46* arrived on my doorstep I was struck by disbelief. Why the special collectors' edition with four different covers? I was not aware that 46 was a special number worth celebrating. I love *Star Wars* and am desperate to see the new movie but I still don't see the point in having different covers. It is purely a money-making scheme designed to con people out of money. With the same content in each magazine, and nothing but a simple cover change, it would be a waste of money for any customers who are simply trying to get every who collects every cover of all four magazines and make more money. You should be ashamed of yourselves for using the sort of marketing-bull that you yourselves try to stop in the games industry.

Justin Klim

Sorry Justin. We were unaware that when entering your local newsagent to invest in *PSM46*, you were forcibly held at sabre point and forced into giving up 20 sheets for four differently sheathed copies. Baby, the choice is

Star Wars, diddy, *Star Wars*. These are not the mags you are looking for Mr Klim. That is where you fall.

Yours, Buy the mag if you want it. Don't if you don't. If you wished simply to purchase *PSM46*, then we offered up four different *Star Wars* celebratory covers for you to pick your favourite. If you are a *Wars* completist, you may have wished to collect all four. Everyone's a winner. We merely offered choice to the consumer. We are sorry you felt threatened by that.

TOMORROW NEVER DIES

Yknow, it's funny you should mention a connection between James Bond and *PlayStation* (Old Spice Days, *PSM46*), 'cos I seem to remember a game called *The Spy Who Loved Me* on the Amstrad ST based on the Bond movie of the same name. Obviously, it featured that Lotus and at the end of the first level it changed into the submarine and continued underwater... Just like the way the car in *Spyhunter* changed into a boat!

Sean R

A both fascinating and riveting tale Sean. We are not sure whether to admire your enviable mental recollections, or chastise your skull egg's pedantic leanings. *PSM* opts for the former. Even now we are squatting in a circle, robes of ermine, baldriggan and burlap adorn our frames. Moaning men. Swaying men. *The Wand Of Sakkharababbik* is swished. Your thoughts. To our thoughts. Men scream. Men sob. Men hug. Your mind is now drained. We have your knowledge. Your head, empty. It is done.

MOVIES, GAMES AND VIDEOS

I am writing in response to Metal Gear Matty's star letter in *PSM46*. I can solve the Sean Barker/David Hayter mystery for you. I am a huge fan of both *The Guyver* series of anime movies and of the PlayStation. Now, I was in the video shop looking around and saw two movies – *The Guyver: Matronics* and *The Guyver: Dark Hero*. So I hired them out. When I got to watching *Dark Hero*, the main character sounded awfully familiar. Yes. The main character in *Dark Hero* is played by David Hayter, the voice of one of Solid Snake. Known to me as the voice of one of Solid Snake.

I know that this hasn't explained anything so far, but here comes the explanation. In *Dark Hero* the character that David Hayter played was called... You guessed it... Sean Barker! There you go. Problem solved. Not that it was a problem. Ben Taylor

Fine investigative prowess you showed there Benji. While adoring your pupils to such freakazoid anime is not usually considered a worthwhile pursuit by professional types such as lawyers, teachers and accountants, *PSM* disagrees.



STAMP DUTY

I would like to congratulate you on the Booty section of your magazine. (Especially the *South Park* give away, PSM46.) But why oh why do I have to lay out for a stamp and postcard if I want to enter? Can't I just send the address of e-mail to you? It is so much quicker and easier. Please explain.

Patrick, Middlesex

PS: Love the mag, keep up the good work!

For those whose coccyx connects via a ghastly fleshy/tin node directly into the mains, yes, please feel free to galactic post your Booty entries to PSM. Others, whose amorous liaisons are conducted in person, rather than in leather.chat.com, can continue to use the more traditional cardboard rectangle and moistened Queen's head.

Static jumping men, accessorised with swishing, blurry backgrounds aren't really our bag o' entertainment, but if they become infotainment through revealing juicy nuggets of this sort, then ding dong anime.

SONIC BOOM BOY

I recently received the June edition of PSM (which is amazing as always) a couple of days ago. Every time I get my mag I always read the game reviews and check out the score on the games given. But this time I had a look at the demo disk at the demo disk and it had *Judge Dredd* on the case. So I thought, "I've have a look at that." As soon as it loaded, I went through nearly all the tunes available. Then I came to a tune called "In The Acid Breeze" by Cold Storage. It's one of the

Forgotten how to write with a pen? Don't worry you can e-mail your entries.



best dance tunes I have ever heard! As soon as it had finished playing on the demo disc, I saved it on my memory card and showed my dad. He said, "That's alright, ain't it?" So I've come up with an idea. How about making a Music album. You could put loads of Cold Storage's tunes on including *In The Acid Breeze*. If this happens, send me a memory card and I'll give you a couple of my tunes to stick on it! They aren't that bad! In fact, my mate described one of them as "Pure genius!"

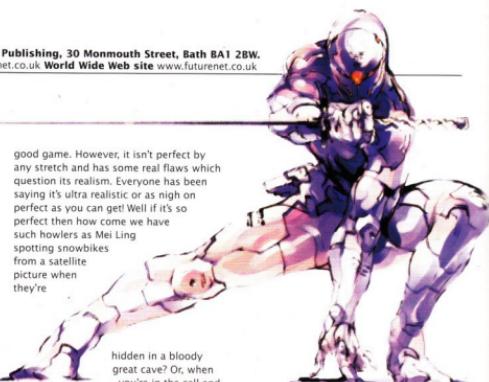
**Andy Myers,
Cheshire**

Andy, while your undoubted sonic connoisseur and your dad's summing up - "That's alright, ain't it?" - do not rock contemporary music criticism to its very foundations. PSM still don't make games. But while we don't, under *any* circumstances make games, there are, if possible, even fewer circumstances under which we would make an album. Yes, the chewn in question was bangin' if you will. It doesn't, however, inspire us to give up our day jobs and attempt to produce an album featuring a song we have just given away for free and a couple of your efforts that your mate likes. Call us madmen, but we have our reservations about its hit parades potential.

METAL MICKEY TAKING

I thought, having secured my home and doubled security, that I'd write to criticise, yes criticise, *Metal Gear Solid*! Sure it's a

good game. However, it isn't perfect by any stretch and has some real flaws which question its realism. Everyone has been saying it's ultra realistic or as nigh on perfect as you can get! Well if it's so perfect then how come we have such howlers as Mel Ling spotting snowbikes from a satellite picture when they're



Metal Gear's realism fell down in the use of the Ninja's balletic, but stupidly ineffective fighting posture.

good game. However, it isn't perfect by any stretch and has some real flaws which question its realism. Everyone has been saying it's ultra realistic or as nigh on perfect as you can get! Well if it's so perfect then how come we have such howlers as Mel Ling spotting snowbikes from a satellite picture when they're

hidden in a bloody great cave? Or, when you're in the cell and you peek out the

door's slot (in First Mode), you can see Meryl walk past to your right? Surely if Snake knows she's there he shouldn't get caught off guard, right? Such

inadequacies in the plot as these mean

that *Metal Gear Solid* isn't perfect. There is

room for improvement and the software houses shouldn't sit back and rest up just

because of the reviews and sales figures.

They should continue to improve games

for PlayStation because what is quality

today is expected to be even better

quality tomorrow. As a final note, readers

of your mag who moan about the £4.99

price tag should read some of the other

mags. Then they'll realise that £4.99 is a

bargain. No other mag is so far ahead for

reviews, latest news and full game

guides. Hell, some mags have only just

reviewed *Rollcage*. (And by the way, they

told their readers they were the first.)

Keep up the good work.

**James Clifford,
West Midlands**

Mr Clifford, *Metal Gear Solid* was hardly touted as a simulation. Most espionage these days is performed from behind desks in the building just off Chelsea Bridge, rather than in the field with stealth suit 'n' tabs. Should realism be your craving then perhaps the prospect of a game involving filing, paperwork, drinking coffee and eying up your secretary might ignite your digital furnace. For the time being you will have to make do with the - perhaps exaggerated, but ultimately rather thrilling - Bondeques endeavours of Solid Snake Esquire. Your ramblings might lead the casual reader to deem you an utter clot, however your latter comments redeem you. You are indeed one astute individual.

MEN IN PANTS

Over the past week I have looked at some of my friend's magazines for the PlayStation and noticed that literally all of them had some sort of article about WWF Attitude in them. So far this game, which I will definitely buy, looks pretty good. But I'm not sure what the reports actually say. So far all I have seen about it in your mag is one picture which is only about 1.5cm large. The thing is that I really want to know some proper information about it - such as release date, price, list of characters and so on. I've only got one more compliant and that's how you treat wrestling fans.

Mr Stone Cold takes time out from his usual lingerie, to model his new line of butch vestlets. Woof, woof!

Letters

According to you, an extremely small number of the population watch what you persist in calling "men in pants." As a matter of fact, over 100 million people in England alone watch the WWF, the WCW and ECW. So if you do publish a report about WWF Attitude in your very fine mag, just try to look at it from the viewpoint of that.

Yours in wrestling,
Andrew Jolliffe,
Suffolk

PS: I'd like to see you have an argument about this with Stone Cold Steve Austin!

PSM would be unable to argue with Mr Stone Cold, you are correct. We would be too busy rolling about on the floor, spewing tears of laughter at the sight of a middle-aged man in his shorts. That said, you will find an altogether more restrained piece of upstanding journalism on the subject of *WWF Attitude* on page 66 of this very journal. And therein you will find no mention of painted males. Probably. (Panto, actually... Ed)

COMBAT FATIGUE

Right, I've just been round my mate's house and we played *Commandos* on his PC and I thought, "That is the most excellent game I've played!" I came home and asked myself, why can't PlayStation programmers make those types of games? I mean why can't programmers convert this fab PC game into a stunning, gripping, highly enjoyable conversion for the PlayStation?

Please, please, please talk to your buddies down at the software companies and knock some sense into them so they can start making those types of games.

John Briddon

You know John, your letter struck such a chord with the *PSM* team that we hopped into the company Lear jet and piloted ourselves down to Eidos' private airfield. We alighted and immediately went to work on the dwarven programmers with our dirty holdall full of hot fat, salt, pliers and the like.

"Aight," they squealed in unison. "We'll make *Commandos 2* for the PlayStation, we'll have it in the shops by Christmas... or a bit later." So there you go Mr Briddon, because of you, software history has been changed. Either that or they were going to do it anyway. Oh and for those that don't know *Commandos*, it's an almost photo-realistic, strategy war zone, with dashing troops, rumbling tanks and catastrophic casualties. Lock and, very much, load soldier boy.

CAST GIST

I read the letter on the *Metal Gear* movie line up, and decided to put together my own cast list. Take a look at these scorchers - Solid Snake: Pierce Brosnan; Psycho Mantis: Doug Stone (it doesn't matter how he looks, as long as he's thin. He has already got the MOST amazing voice ever...); Riven: Arnie Schwarzenegger; Ocelot: Michael Madsen (doesn't look like him, but when it comes

to sadism there's no-one better at making you squirm); Master Miller: Ace Rimmer; Nano Hunter: Jennifer Aniston (although I'm not sure she has the acting quality needed); Orocon: Bill Gates; Wolf-Jenette Goldstein (the chick who plays Vasquez in *Aliens*, in real life has long hair); Ninja: Bloke who plays Fong Sai Yuk in *Legend Of Fong Sai Yuk 2*. When it comes to kung fu, there's none finer.

Miss Manitis

Impressive. Most impressive. For those that don't know, Doug Stone is the guy who actually does Mantis' voice in the game. The chop sicky amigo you are referring to is none other than Jet Li. He was most recently seen playing the kung fu opposite cinema's Curtis Stigers - Mel Gibson, wheezing-lardy-pasty-face Danny Glover and the A-list Joe Pasquale himself Joe Pesci, in *Lethal Weapon 4*. As for your other suggestions, *PSM* feels Brosnan is too clearly written into the inflated '80s body with the mind of a 12-year-old girl. Ace Rimmer on the other hand is an even more degrading proposition. *PSM* refuses to recognise the concept of *Red Dwarf*, *Ale bliebin'* Rimmer and utterly unfunny kebabs-in-space jokes. No, no, a thousand times no. Other than that we quite like your list.



Mr Henley, more at home at his regatta than in the hot, hard *RR74* world.

BURN BLUBBER

I have just received issue 46 of *PSM* and boy has it struck a raw nerve with me. How can you give *Ridge Racer Type 4* 9/10 and *Need for Speed 4* 8/10 and then put *NFS4* at the bottom of an Alternatively list?

How do you decide this? Is it a bung from the home team of Namco to give their so-called "Gran Turismo Beater" a nice prime review? We all know the only decent thing on *RRT4* is the graphics. The gameplay is exactly the same as... er, let's see *Ridge Racer*, *Ridge Racer Revolution* and *Ridge Racer*. Again all these games were graphically impressive, but they had slip-slidin' play. The gameplay was crap. *RR* had you slow to a speed at which a tortoise could easily fly past you and still not break into a sweat, while the offending car was nowhere to be seen. I had a second-hand copy of *Ridge Racer* and got rid of that. I didn't even touch *Ridge Racer Revolution* and borrowed my mate's copy of *Ridge Racer*. He has since got rid of the game because it was crap. I think I played it once and the rest of the two weeks I had it, it stayed on my shelf collecting dust. So there.

Antony Henley,
Poole, Dorset



Games in the Alternatively columns are ordered by virtue of their score - best at the top, lowest at the bottom. 8/10 is a very respectable mark, however we felt *RRT4* offered a more impressive arcade racing experience than *Need for Speed 4*. We don't, as you so eloquently put it, "all know that the only decent thing on *RRT4* is the graphics." Some of us enjoy the slip-slidin', screch madness associated with this premier arcade motorolla. So there. Your history with the *Racer* series of games and indeed your unkempt shelves, are of little interest to anyone other than us. May we suggest a copy of *Gran Turismo* (now on Platinum) and a can of Pledge.



SHARDS OF PSM LETTERS MARINATED IN LIQUID TERSENESS.

Yack-a-de-de-dab! On a par with having your colon removed with a coathanger, or being served a horse's love pump in the Parisian branch of Harvester - to look upon Sam Cunningham's illustrated pro-Puma Street Soccer diatribe is to go mad. The words Puma and goal prance over a page resplendent in pencil and fibre-tipped pen, while the verbiage goes as

follows. "Me and my friends, we think Puma Street Soccer is bloody wicked. It's one of the best footy games ever. Giving it a 3/10 is stupid." No, Sam. Writing goal in big bubbly writing on your letter is stupid. **Benny** **Sally** is equally displeased with *PSM*'s scoring methods. "I rented Ayrton Senna Kart *Duel 2* and I thought it was great. You gave it 4/10. I would have personally given it 7/10." Before

continuing, "I want to get into rating games for magazines, so if you would like me to play and rate some of the latest releases, I'd be glad to oblige." Judging by your *Kart Duel 2* summary, I think we'll give it a miss cheers, Danny. "When winning a 20-lap race on '97 my car broke down on the last lap", sobs

Allan Cooper. "All I want is a fair season. How do I know games are not fixed?" If you turned the failures off Allan, you could win in style. Pay attention to them and on your risk such hassles. It's a simple as that. Try reading the

manual for further enlightenment. "What's the point in reviewing rubbish games like *Sports Car GT* (2/10), *Asterix* (3/10), and *WCW Thunder* (3/10)?" mumbles **Gary Young**. "Couldn't you use the space better to do updates of top titles like *Resi 2*, *Dino Crisis* and *Metal Gear Solid: Integral*?" You mean like the updates that constantly appear in *PSM* as part of our commitment to bring you the very best, on-the-money games news? Oh, and by the way, how would you know what games were rubbish if we didn't review them?

A PINCH OF WALT

I am replying to a previous letter in your magazine [Animated Argument, PSM47] by saying that Disney games suck

precisely because you have characters jumping on flying carpets etc in a platform style.

If you're really that desperate to link a Disney film to a game you can simply buy *Final Fantasy VII* and call the characters Aladdin and Hercules.

Adam Taylor
Watford

Inspired Adam, but your suggestion falls down somewhat when you take into account Cloud is a big-sworded, chop-alot, sword-wielding merchant and Aladdin is a sap in big slacks. Anyhoo, it's certainly the closest to a decent pseudo Disney game so far... Any takers?



HAVE I GOT VIEWS FOR YOU

I don't really know why I am writing to you, other than to waste away a few more minutes of my empty life. Perhaps I am a victim of the curse of videogames, the developers' inability to release things when they say they will or maybe tell you all that *Ridge Racer Type 4* stinks and tiddlywinks is by far the best game ever. On the other hand, maybe I should keep my stupid opinions to myself, wait until I have something worthwhile to write about and not waste your time with my petty grievances.

Dumb but happy
Mark Gentry

Ah, the master satirist at work. While your scribblings fall short of challenging Aristophanes, Horace, Voltaire and Swift, there is still much to commend. Perchance you might put yourself forward to replace the Sunday Times' tediously snobbish AA Gill, whose attributes ceaselessly make a self-congratulatory target of the obvious, while no doubt earning him a fair whack. Readers, this is a cry for more original letters from one of your own. Take note.

TEXT HEAVY

Keep up the good work on the mag, but I have a complaint. The first ever *Official UK PlayStation Magazine* I bought was issue 20, some time back then the features section had five innovative and entertaining features including playing when drunk and the 50 biggest industry players. And now I see things like *Star Wars* again! You only tend to do one feature a month now. I would rather read about interesting stuff than things like Ideas Above your PlayStation or Old Skool Days.

Yours sincerely
Final Fantasy High Priest

PS: How do I beat the Emerald and the Ruby weapon in *FFVII*?

It is a mite unfortunate that you are one of perhaps five people globally who don't dig the *Star Wars*. Perhaps the feature within this very decent (page 50 on the hi-res wonders of Namco Station will appear your feature grievances. That said, one cannot take moanage that seriously from a dude called *Final Fantasy* High Priest, who then proceeds to beg for



Cloud appears pleased with the new top of the range Walls Magnum Excelsior.

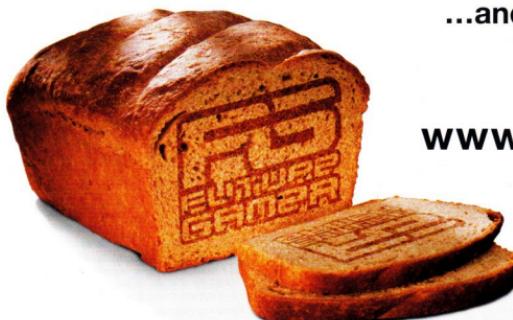
Final Fantasy VII assistance. What's up High Priest, did you get your robes tangled mid skirmish? Out of pity, and for no other reason PSM offers this: Connect Phoenix Summon and Final Attack materia in any linked slot. When party dies, their HP will revive. Just make sure you have enough MP to use the Phoenix Summon.

Perhaps *Final Fantasy* initiate, might be a more accurate nomenclature for you sir. Oh and in the future, direct all tipperry to Tips Sultan Dan Mayers at *Top Secret*, PSM, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

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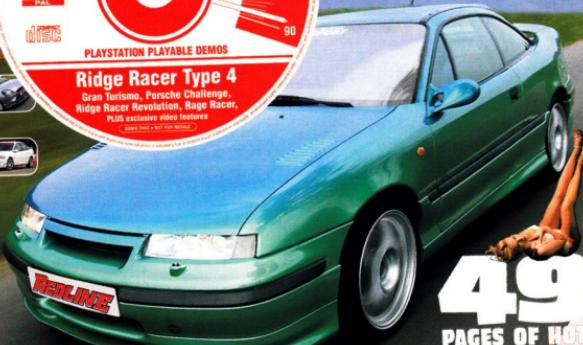
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JUST THE FAX

CELEBS QUIZZED, DEVELOPERS GRILLED, GAMES EXPLAINED, QUESTIONS ANSWERED

They call them "The schizophrenic Scottish band," and they call themselves "Travis." A band who have come back into the charts with their second and strongest album entitled *The Man Who*. Have a read about game watch eating dogs and weird album names your mother would be shocked to hear. Fran Healy and Neil Primrose tell us more...

Your new album *The Man Who*, is taken from the title of a book, would you ever think about naming a record after a computer game?

Fran: Yeah, *Domestic Raider*.

Neil: Up until last year people used to call us schizophrenic band 'cos our music changed style so much, I'm sure you can get a hamefam that one just one thing I can't reckon Ridge Racer is a good name for a band - people might get the wrong idea.

If someone could make a perfect game for Travis called *Travis*, what would it be like?

Neil: A game of perseverance that's what it would be like you'd have to run around pubs getting the entire band together until to play a gig. Once you're at the gig you'd have to beat up the crew to get them to tune the guitars in time to go on stage, that's gonna be the hardest bit.

Is the PlayStation in the back of the tour bus or in the studio?

Neil: No we don't have it in our studio for that very reason, at the moment we're in the tour bus on the way to a gig having a FIFA Showdown so we try to keep it a tour-bus-only thing.

Fran: Don't listen to him, we do have a PlayStation in the studio. I remember when the PlayStation first came out in the UK, I did absolutely nothing all that year except play it.

What's in the PlayStation and in the CD player at the moment?

Neil: In the PlayStation we got *TF2* and the old classic *Grand Theft Auto*, and in the stereo we've got the weird but good *Mule Variations* by Tom Waits.

Fran: The new TLC album, good pop music, and an album by Hammer and Tong - who have produced some amazing pop videos. Including ours. Did either of you ever play videogames as a kid?

Fran: My mum once bought me this wrist watch for my birthday that you could play *Space Invaders* on. I took it round to my friend's house to show off and his dog grabbed it off the table and ate the whole thing. His mum felt so bad she went out and bought me *Donkey Kong*. What's next for Travis, got a packed diary ahead?

A really busy summer ahead, we're doing summer festivals like V200, Glastonbury and *Tin the Park*. In September we're in Japan, and next year maybe a big US tour.

Fran: The only thing I've got planned is seeing the *Star Wars* film.



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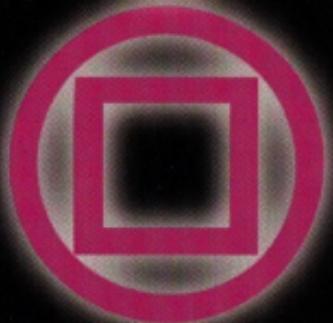
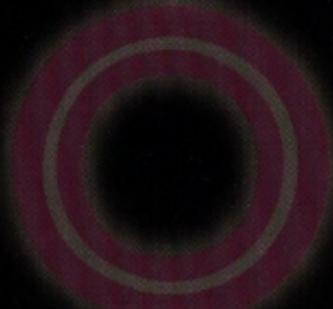
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